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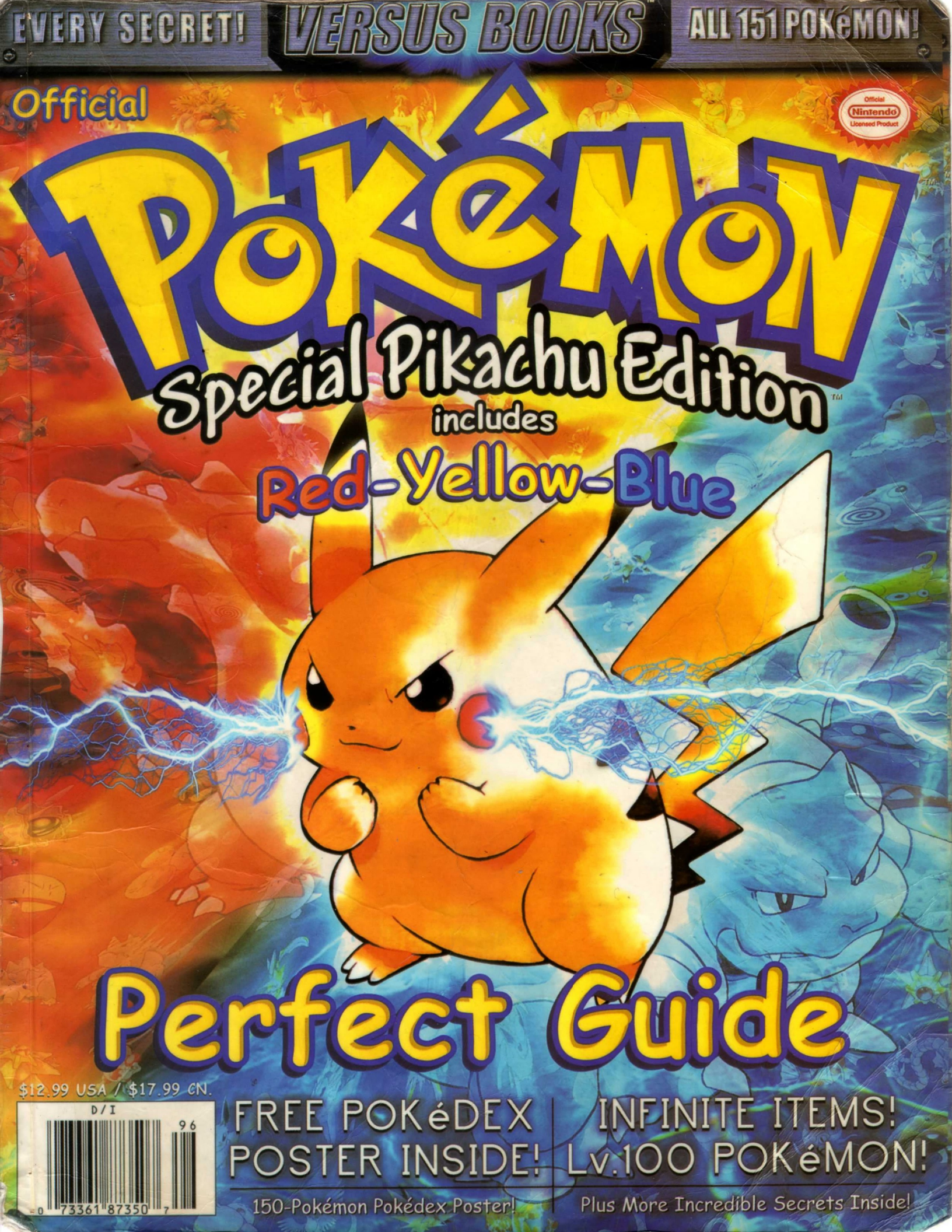
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Special Thanks to everyone at Nintendo's licensing dept. especially Jennifer Loftus!

Published by:
Empire 21 Publishing, Inc

Publisher:
Matt Taylor

National Distributors:
(Bookstores + Newsstands)
Eastern News Distributors
One Media Way, 12406 Rte. 250
Milan, OH 44846-9705
(800) 221-3118

(Video game stores)
Jack of All Games
2909 Crescentville Road
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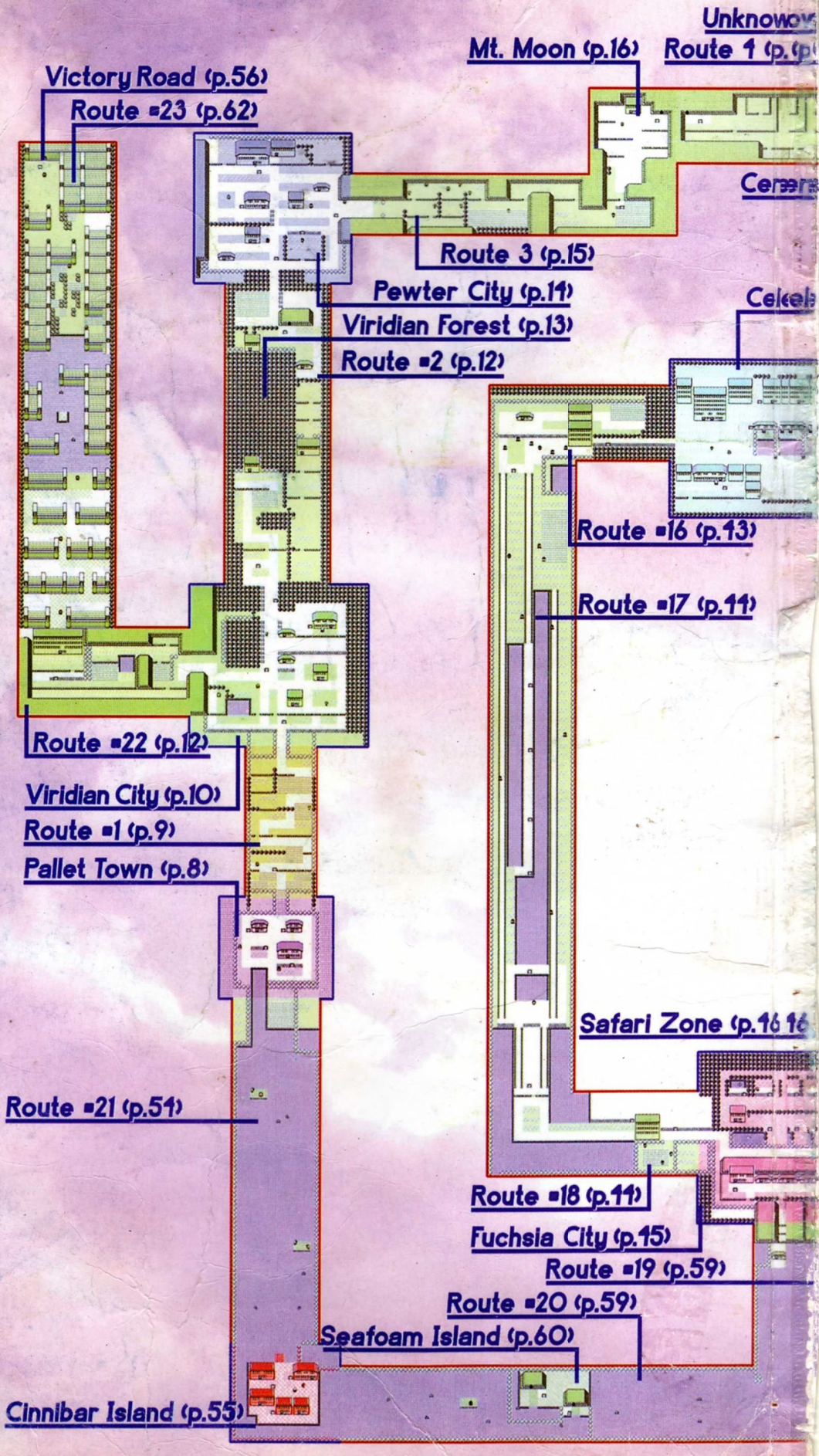
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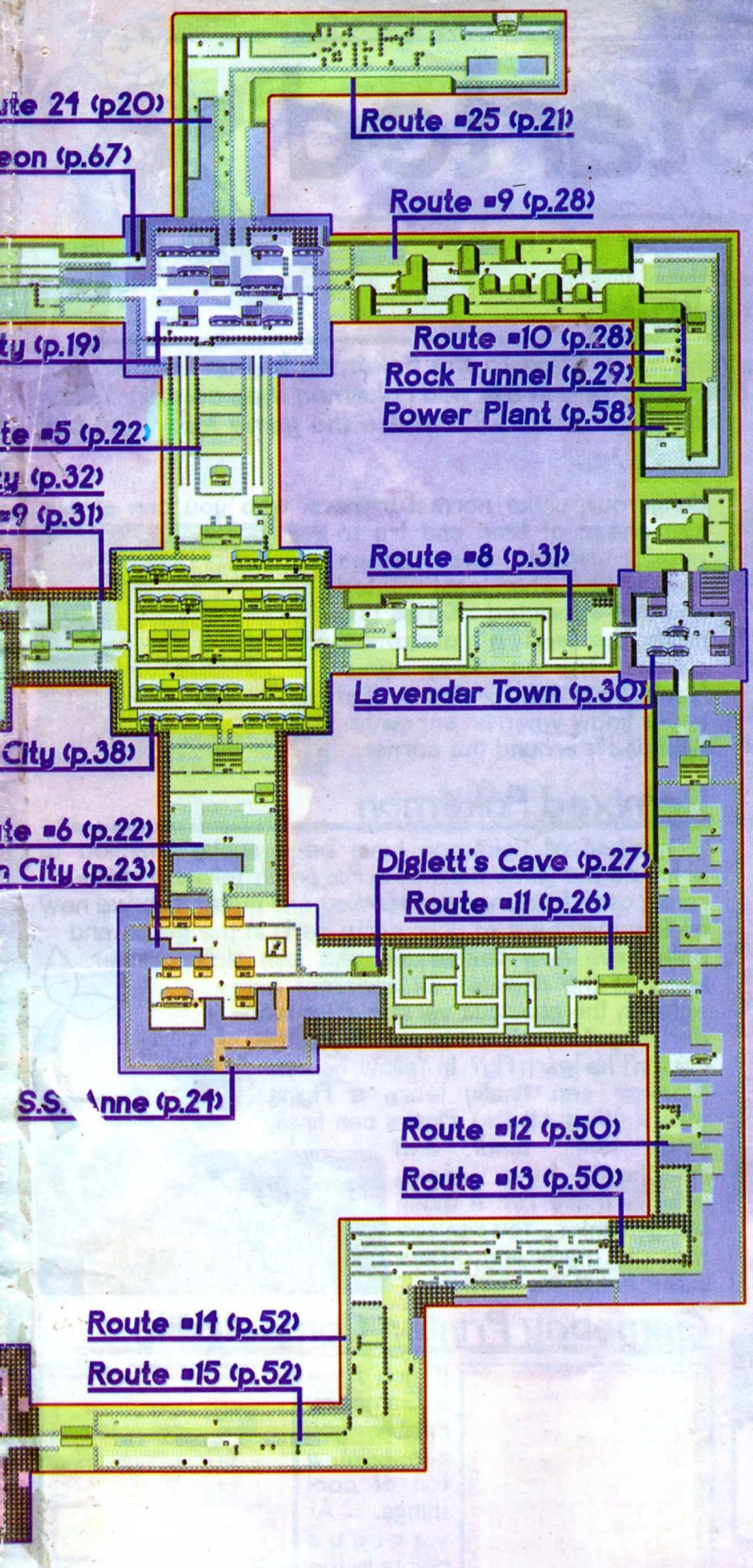
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Pokémon Guide (c/o Versus Books)
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World Map





Pokémon Special Pikachu Edition™ Perfect Guide

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Getting Started



What's New in Pokémon Yellow

Pokémon Yellow, the Special Pikachu Edition, is the newest addition to the Pokémon line-up that already includes the Red and Blue versions. While Red and Blue differ only in the wild Pokémon they contain, Yellow has a number of significant new features, most of which were designed to make the game follow the plot of the TV series. Here are the main differences:

Pikachu Choses You

While Red and Blue can pick **Bulbasaur**, **Charmander**, or **Squirtle** as their starting Pokémon, Yellow players always begin with **Pikachu**. If you had your heart set on that Squirtle, don't worry; Yellow is also the only version in which Ash can get the three other starters in the course of his quest.

The one downside is that Pikachu, as in the TV show, refuses to evolve, so he'll be a Pikachu forever (although they did change his mix of skills to make him more effective than Pikachu was in Red/Blue). If you still want a **Raichu**, you'll have to talk to a Red or Blue player about making a trade.

Your Constant Companion



As in the TV show, Pikachu refuses to get into his Poké Ball. He doesn't sit on Ash's head (probably more sanitary that way, anyhow), choosing instead to always follow one step behind. As long as Pikachu is with you (you can get rid of him by leaving him in a box at any Pokémon Center), you can "talk" with him, and you'll see a different animation depending on his mood. Pikachu's mood changes throughout the game, depending on how you treat him.

There are a few events in the game where Pikachu's mood will be important. For example, you'll never get a **Bulbasaur** if you can't prove to its current owner that you've taken good care of your Pikachu, so treat him right! Fortunately, all of these events are early in the game, so if you chose to leave Pikachu in a box later in the game, when he's much less useful, you won't be punished for it.



Pikachu Likes:

- Being leveled up.
- Using items (like Potions) on him.
- Spending time with him in your party.

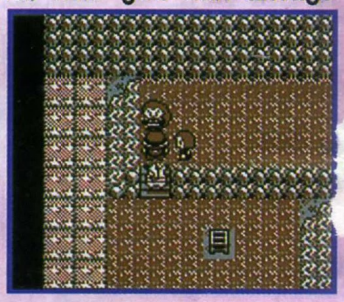


Pikachu Dislikes:

- Being left in a box.
- Being poisoned.
- Being left in the "Fainted" state for long periods.

New Villains

Ash's nemeses from the TV show, the mischievous Jessie & James, make plenty of surprise appearances in the Yellow version, and they've brought their trademark trio of Pokémon: **Ekans**, **Koffing**, and **Meowth**. Fortunately, they're not any more talented as trainers in the game than they are in the show, but they can still be quite dangerous; unlike normal trainers, who you can always see ahead of time and try to avoid, Jessie and James ambush you when least wanted and last expected. So as you near the end of dungeons, always try to keep your Pokémon in fighting shape. You never know when an encounter with J&J is around the corner.



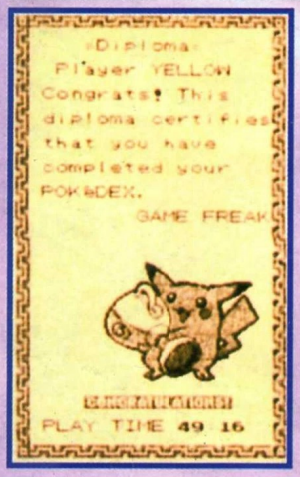
Remixed Pokémon

A number of Pokémon have been subtly changed to enhance the game balance in Pokémon Yellow. Previously rarely used Pokémon like **Mankey** and **Butterfree** will now be key members of your party early in the game, and both have new techniques and gain skills quicker. Many of the changes fix apparent oversights in the previous version: Ever wonder why if **Charizard** is part Flying, he couldn't he learn Fly? In Yellow, he can. **Scyther** can finally learn a Flying attack (Wing Attack), **Pinsirs** can finally pinch (well, Bind), and Pikachu's new early attacks make him a much better fighter. You can see these changes and others in our PokéDex section.



Vaporeon, always the worst of the Eevee-forms, now learns a few new attacks, making him... Well, still the worst of the Eeevee-forms. Just slightly less so.

Gameboy Printer Compatibility



If you have a Gameboy Printer, you can print a ton of cool things. At various points in the game you can print out the contents of your boxes (allowing you to finally get things organized in there!), profiles of your favorite Pokémon, and even your Pokémon Diploma when you catch all 150!



New Colosseum Modes

When playing against your friends, you can now select a second set of Colosseum battles, designed to ensure fair fights against your friends. The Petit Cup is especially interesting, eliminating virtually all of the evolved forms by banning Pokémon who are taller than 6' 8" or weight more than 44 lbs. This tournament format makes contenders out of Pikachu, Farfetch'd, Diglett and other beloved Pokémon that didn't used to be viable for competitive play!

Poké Cup	Pika Cup	Petit Cup
· Level 50-55 Pokémon only · Total levels no higher than 155	· Level 15-20 Pokémon only · Total levels no higher than 50	· Level 25-30 Pokémon only · Total levels no higher than 80

Catching 'Em All

There are 150 Pokémon in total, but you'll never get them all without hunting down the rare ones, evolving them in various ways, and trading with your friends. Here's everything you need to know to catch 'em all.

Using PokéBalls



You'll get the vast majority of Pokémon by catching them in the wild. There are three ways to get into random confrontations with Pokémon: Walking on grass, Surfing on water, and fishing. When you run into one, the process is always the same: Weaken the Pokémon as much as you can without knocking it out, then try to catch it using a Poké Ball (or any other type of Ball). Paralyzing, Freezing, or putting a Pokémon to Sleep also makes them easier to catch, and is a necessity for Pokémon like Abra that will run away if not somehow stunned.

Wild Pokémon differ drastically from area to area, so use our Poké Finder charts in each area of the walkthrough to see what Pokémon are available, and how frequently they appear.

Evolving Your Pokémon

Many of the 150 Pokémon in your PokéDex can't be caught at all, and will need to be obtained by evolving other Pokémon. Pokémon evolve in one of three different ways:

Experience: Most Pokémon evolve into new forms as they gain experience. Since EXP can only be gained in battle, you'll need to spend many hours leveling up your Pokémon to evolve them. You can try catching the evolved forms themselves, but they tend to be rarer and harder to catch than the base forms, and many evolved Pokémon (like Beedrill and Butterfree) never appear in the wild. Evolved forms tend to be stronger, but don't learn techniques as quickly as their unevolved forms.

Elemental Stones: There are five kinds of Elemental Stones, and 16 Pokémon that can only be obtained when you use a Stone on their unevolved forms (they never, ever appear in the wild). You can use the Stones at any time, but beware: While the evolved forms may have much better stats, they usually lose their ability to learn new techniques. Before you use a Stone, look up that Pokémon in the PokéDex section of this book and make sure they already know every skill you want them to learn.

Trading: Four Pokémon (Alakazam, Machamp, Golem and Gengar) can only evolve into their final forms when traded with friends. These final forms also never appear in the wild, so if you can't find someone to trade them to, you'll never get your hands on them. Unlike Pokémon that evolve with Stones, traded Pokémon continue to learn powerful techniques, so there is no reason not to trade them off as soon as you can.

Thunder Stone
- Raichu (from Pikachu)
- Jolteon (from Eevee)

Fire Stone
- Arcanine (from Growlithe)
- Ninetales (from Vulpix)
- Flareon (from Eevee)

Water Stone
- Poliwrath (from Poliwhirl)
- Cloyster (from Shellder)
- Starmie (from Staryu)
- Vaporeon (from Eevee)

Leaf Stone
- Exeggutor (from Exeggcute)
- Vileplume (from Gloom)
- Victreebell (from Weepinbell)

Moon Stone
- Nidoqueen (from Nidorina)
- Nidoking (from Nidorino)
- Clefable (from Clefairy)
- Wigglytuff (from Jigglypuff)

Trading Pokémon

Trading is an important strategy for filling your roster. Keep in mind the following things when you trade:

·You DO keep credit for having caught a Pokémon after you trade it. So by trading a Pokémon to a friend, you both get credit for having caught it, regardless of whether he trades it back or not.

·You do NOT get credit for the earlier evolutions of traded Pokémon. So if your friend trades you his Venusaur, you'll still be missing Bulbasaur and Ivysaur. When trading rare Pokémon that evolve, such as the starters and the fossils, trade them (and then trade them back if necessary) at every stage of their evolution.

·You'll need the appropriate Badge to control traded Pokémon. If you think you can streak through the game with a friend's super-powered Pokémon, you'll be in for a nasty surprise when it just falls asleep at the start of every battle. Each Badge increases by around 10 the level of Pokémon you can control successfully, so don't try to get ahead of things. If you're determined to cheat, you can trade your Pokémon to a friend and have him or her teach it TM's and HM's you don't have yet, and then trade them back. Sneaky.

·Traded Pokémon gain EXP quicker, by about 50%. So if you're trying to level up a lot of Pokémon, you'll definitely find it worth your while to trade them to your friends first.

The Ones You Can't Get

Catching all 150 Pokémon by yourself is impossible. No matter which version you have, there are Pokémon you simply won't be able to get unless you trade with friends. It is possible to get them all by trading between just the Red and Blue versions (provided someone plays it twice to get the third starter and the third Eevee form), but adding a Yellow player to the mix makes things easier. While there are no Pokémon exclusive to the Yellow version, Yellow players can easily get all three starters, as well as rare Pokémon like **Farfetch'd** and **Lickitung**.

If you have friends who are beginning Pokémon games at the same time you are, agree beforehand who will get what in the parts where you're forced to chose between two or three Pokémon. Have one player get the **Dome Fossil** (**Kabuto**) and the other get the **Helix** (**Omanyte**), one get **Hitmonlee** and the other get **Hitmonchan**, and decide who will evolve their **Eevee** into what. Then trade them all back and forth to fill out both players' PokéDexes.

Pokémon you can't get in Red:	Pokémon you can't get in Blue:	Pokémon you can't get in Yellow:
Sandshrew	Ekans	Weedle
Sandslash	Arbok	Kakuna
Bellsprout	Oddish	Beedrill
Weepinbell	Gloom	Ekans
Victreebell	Vileplume	Arbok
Meowth	Mankey	Meowth
Persian	Primeape	Persian
Vulpix	Growlithe	Koffing
Ninetales	Arcanine	Weezing
Pinsir	Scyther	Raichu
Magmar	Electabuzz	Jynx
		Electabuzz
		Magmar

Raising Champions

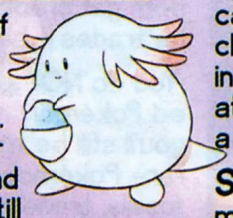
Pokémon isn't just about defeating the Elite Four and beating the game–it's also about raising your chosen Pokémon into a powerful fighting force. Whether it's for your own personal satisfaction or to fight your friends, you'll want your Pokémon to be the best they can be. To do that, you'll need to start planning early.

Go For the Stats

Any two **Squirtles** will learn the same exact skills at the same levels, but they may have significantly different strengths. Start a game, pick your Starter, check out his stats, and then restart and pick the same Pokémon again. Odds are that at least one or two of his stats will be a bit higher or lower than they were before. So sometimes it pays to catch a wide variety of the same Pokémon, since some will be faster, some will be stronger, some will be tougher, and some will simply be weaker in all categories. If you're trying to raise a champion, make sure you're starting with champion material.

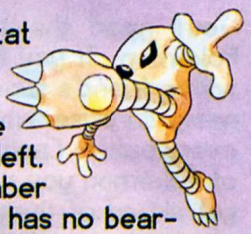
What the Stats Mean

HP (Hit Points): This is the amount of damage your Pokémon can take before it Faints. Obviously, the more the better, but don't overestimate the importance of HP. **Chansey** has more HP than any other Pokémon, but with dismally low Defense and Special scores, many Pokémon can still knock Chansey out in a single shot!



Attack Types
Normal
Fighting
Flying
Poison
Ground
Rock
Bug
Ghost

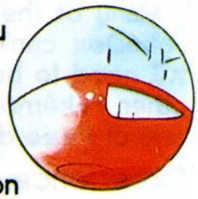
ATTACK: This stat effects the amount of damage your Pokémon deal when they use the attacks listed on the left. It's important to remember that your Attack score has no bearing on your Special attacks (Fire, Water, Psychic, etc), so if your Pokémon uses mainly those types of attack, his Attack barely matters at all. This is the stat to watch for Normal, Flying and Fighting-type Pokémon (like attacking powerhouse **Hitmonlee**), as well as the other types listed here.



DEFENSE: This is usually more important than HP. **Cloyster** may not have a lot of health, but with a very high Defense score, most regular attacks will barely scratch its shell. But a high Defense won't protect him from Special-type attacks, especially if they have an advantage against his type. No amount of Defense will save Cloyster from a blast of Thunder.



SPEED: Speed is more important than you might think. Pokémon like **Electrode** have terrible Defense, but with their lightning Speed ensuring they always go first, they can K.O. most foes before they even get a chance to fight back. If you switch Pokémon in mid-battle, a really quick Pokémon may even be able to attack first that same turn! (Most Pokémon wouldn't get a chance to attack at all)



SPECIAL: This important statistic determines both how much damage you do with Special attacks (the ones listed on the left), and how much damage you'll take from opponents' Special attacks.

Special Types
Fire
Water
Ice
Electric
Grass
Psychic

Once again, the difference between Attack types and Special types is important, and is a key to understanding the worth of each Pokémon. **Hitmonchan** may look like a great Pokémon with a wide variety of Special attacks, but with a pathetically low Special score, they'll never do as much damage as its basic Fighting attacks. **Alakazam**, on the other hand, has nothing but Special attacks, and a through-the-roof Special to make good use of them.



Get 'em While They're Young

When you're catching a Pokémon you plan to use in battle, catch it at as low a level as possible. Without the supervision of a trainer, wild Pokémon gain fewer stat points when they level-up. So a level 20 Pikachu that you evolved from level 5 will be much stronger than a level 20 Pikachu in the wild. Wild Pokémon may also have lost useful skills as they grow–a wild Kakuna only knows how to Harden, but one you raised from a Caterpie will remember how to use Tackle and String Shot.

When to Evolve

Remember that you can always prevent a Pokémon from evolving by hitting the B button during the evolution screen. The reason you would want to do this is so you can learn skills earlier. For example, a Charmander will learn Flamethrower at level 38, four levels sooner than a Charmeleon and eight levels sooner than a Charizard. There's really no danger in doing this, either... When you finally do evolve that Charmander all the way up to a Charizard, he'll end up with the same stats he would have had if you had evolved him immediately. So if you can stand dealing with a weaker Pokémon for a little longer, consider preventing his evolution until he has his best skills.

As we mentioned earlier, Pokémon who evolve via Elemental Stones should never be evolved until they've learned all their good skills, since their evolved forms will usually learn inferior skills, if they learn any at all. Pokémon that evolve through trading learn the same skills at the same pace they would have if you didn't trade them, so evolve them immediately.

What the Conditions Mean:

POISON You lose HP each turn in battle, and every 4 steps out of battle

SLEEP Cannot attack. Will wake up naturally in a few turns.

PARALYZE Your skills fail 50% of the time, and speed is greatly reduced.

BURN Lose HP each turn in battle, but not outside. Attack reduced.

FREEZE Cannot attack. Will unfreeze if hit by Fire, or at end of battle.

CONFUSE Will attack self 50% of time. Clears up when you switch Pokémon.

FLINCH If you "Flinched" before your attack, you can't attack this turn.

FAINTED Your Pokémon cannot be used in battle until Revived.

Picking the Right Skills

Pokémon can naturally learn up to 12 skills, and with TM's and HM's, some can learn nearly 50! The only problem is that they can only know four at once... And once they've forgotten one, it's gone forever. So plan carefully which skills you want your Pokémon to have. Check the Skills Appendix in the back of this book for detailed descriptions of each skill, so you don't accidentally cripple your Pokémon by replacing a good skill with something bad. A few pointers:

- Always have at least two techniques that are capable of dealing damage. The ability to lower your opponent's stats doesn't mean much when you don't have the firepower to knock them out afterwards.
- Carefully check the amount of PP each skill has. No matter how powerful the attacks are, a Pokémon with two attacks that have only five PP each is a Pokémon who will be totally spent after four or five fights.
- Stay away from novelty skills like Whirlwind or Teleport. Ending a battle whenever you want is nice, but it's not worth wasting a valuable skill slot.

Using TM's and HM's

In addition to the skills they learn as they evolve, each Pokémon (save for a few like Magikarp and Ditto) can learn additional skills from the TM's and HM's you find as you play the game. With the exception of a few that can be purchased in the Celadon City Department Store, there exists only one copy of each TM in the game, so you'll want to think about it carefully before you teach one to a Pokémon. First, check the PokéDex section to make sure they won't learn that skill anyway. Second, only teach Special attacks to Pokémon with high Specials, and Normal and Fighting attacks to Pokémon with high Attack scores. Otherwise, you'll be wasting a TM on a Pokémon that can't exploit its full potential. And while it's nice to, say, teach a Normal Pokémon an Electric-type attack, you may get Electric-type Pokémon (like Voltorb or Magneton) that don't learn any Electric-type attacks themselves. Since they'll get the 50% bonus for using an attack of their type, the TM would be better spent on them.

HM's are different in many ways. One HM can teach its skill to as many Pokémon as you want, but the catch is that those Pokémon can never forget it. A skill taught with an HM is a skill for life. This isn't always so bad when they're good HM's; even late in the game, Fly is a very useful attack, and Surf is one of the best Water attacks in the game (these techniques are also necessary to progress in the game). Unfortunately, skills like Flash and Cut are all but useless later on, so don't give them to Pokémon you're planning to use for the long run.

The Right Type at the Right Time

Perhaps each Pokémon's most important attribute is their type. As we've mentioned before, each Pokémon gets one or two types, like Thunder, Psychic, Fighting, Normal, etc. Each type means three things:

- That Pokémon gets a 50% bonus when using a damage-dealing skill that matches ones of its types (note that this is NOT true for Normal skills).
- That Pokémon is now vulnerable to certain attack types (for example, Fire-type Pokémon will take double damage from Water-type attacks).
- That Pokémon is now protected from certain attack types (for example, Ground-type Pokémon cannot be damaged by Flying-type attacks, and will take only 1/2 damage from Poison and Rock attacks).

Remember that your Water-type Pokémon only has an advantage against Fire-type opponents if it's using Water-type attacks. Many Pokémon, like Rhyhorn, have types (Ground and Rock) that they never learn any attacks for (although they can learn Rock and Ground attacks with TM's). It's important to remember that types hurt your Pokémon as well as help: With no ability to take advantage of the weaknesses to Ground and Rock types other Pokémon may have, Rhyhorn may actually have been better off simply being Normal-type.

As you play, you'll learn which types are good against which other types. Pokémon is like a big game of Rock-Paper-Scissors, except with fifteen different types instead of three. The last page of this book features a chart displaying every type's strengths and weaknesses.

How to Use This Guide

The next 61 pages contains our walkthrough for all three versions of Pokémon, from the first step of your journey in Pallet Town to the final battle that will prove once and for all who is the world's greatest Pokémon Trainer. Pokémon is a deep and complicated game, and we've tried to pack these pages with as much useful information as possible. Before you begin, please take a few minutes to read through this section.

World Map

Pokémon has a wonderful quest that's full of surprises, and the last thing we want to do is ruin that by playing the game for you. So we've designed this guide so you can use it as much or as little as possible.

If you want to use the guide throughout the game, you can simply start on the first page and go straight through. But if you'd like to look at the guide only when you're stuck, or you're curious what Pokémon are in each area, we've made it easy to find the information you're looking for. Each area in the game has its own chapter (although some Routes share a chapter), so you can simply use the Table of Contents or World Map in the corners of each page to quickly find whatever area you're wondering about.

Local Map

We've mapped each area of the game, and you'll find those maps in that area's section (as well as a map of the whole world on the first page of this book). The maps are overlayed with various numbers and letters, such as:

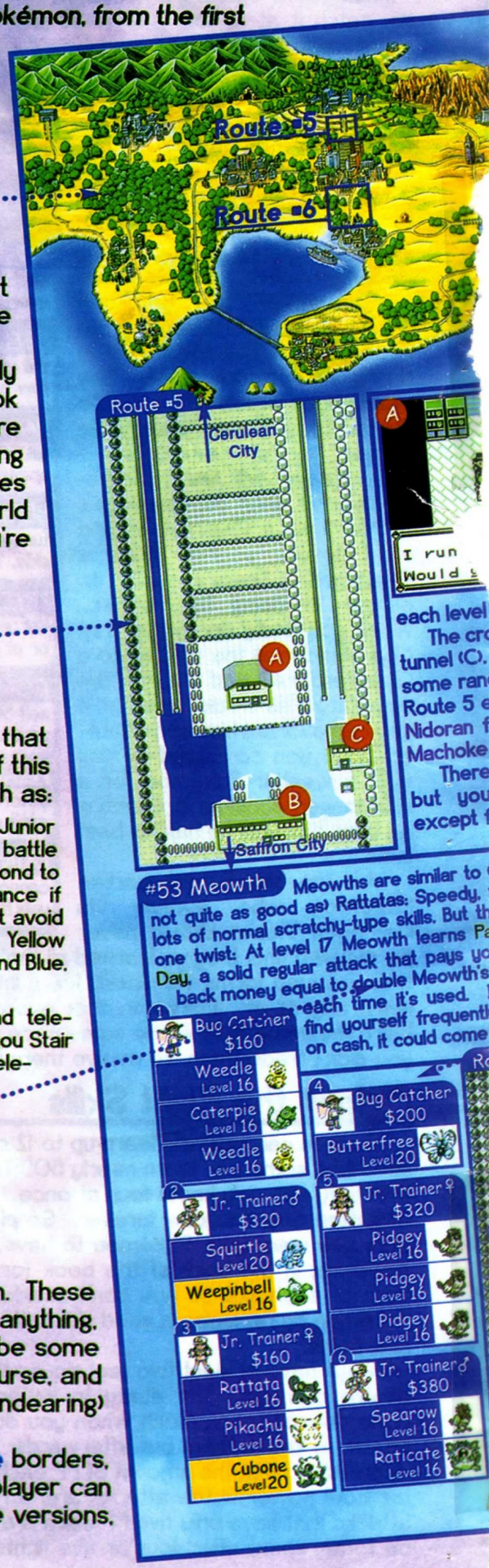
A You'll find these markers mainly in towns. Each letter corresponds to an image, or section in the Main Text. That way, you can tell which houses contain important opportunities, and where those are located.

a **b** **c** The red dots with the lower case letters represent the locations of items. Elsewhere on the page you'll find a red box, like the one shown here, listing their contents.

a	CARBOS
b	RARE CANDY
c	TM 26

3 **3** **3** These markers indicate the location of Junior Trainers who will challenge you to a battle when you cross paths. The numbers correspond to their data boxes, so you can see in advance if they're worth your time, or if you should just avoid them. The yellow ones only appear in the Yellow version. The purple ones only appear in Red and Blue, and the blue ones appear in every version.

A **A** **A-3f** These icons indicate where stairs and teleporters will take you. Stair A will take you Stair A, of course, but it's not always clear where teleporters will take you, so we've added the name of the floor (3f) as well.



Pokémon Profiles

As new Pokémon become available, we run little profiles of them. These profiles aren't designed to give you background on the Pokémon or anything, just to give you our opinion of whether they're worth using, and maybe some tips on how to use them correctly. These are only our opinions, of course, and you may find certain Pokémon to be more useful (or simply more endearing) than we give them credit for.

Pokémon that are available only in Blue (like this Meowth) have blue borders. Red-only Pokémon have red borders, and Pokémon that only Yellow player can get at the point shown have yellow borders. If they appear in multiple versions, the border is lavendar.

ROUTES #5+6

RED VERSION
Catch (in Route 5/6):

(≈56) Mankey

BLUE VERSION
Catch (in Route 5/6):

(≈53) Meowth

YELLOW VERSION
Catch (in Route 5/6):

(≈39) Jigglypuff

(≈63) Abra



You need to jump down the rocks from Cerulean City to get to the Day Care Center, where you can drop off Pokémon to be leveled-up while you walk (they gain EXP at the rate of 1 point for each step you take). Unfortunately, the guy here makes all the decisions, so if your Pokémon is full up on skills, he may delete a skill you like or abandon the new one altogether, so be cautious. But if you bought that Magikarp, dump him here and return later for a Gyarados. You will be charged $100 for

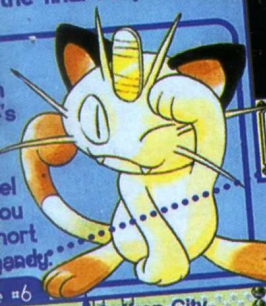
ned, though.

ng point (B) is closed, so you'll have to take the ess the A button rapidly as you walk to pick up nly placed items (nothing too exciting). At the ance, a woman will offer to trade you a male a female in Blue or Red, or a Cubone for a ellow. Not a great deal either way.

e lots of powerful trainers on the other side, an- avoid them all the final couple.









	Routes 5+6		
Rattata	- %	- %	35%
Jigglypuff	- %	- %	10%
Pidgey	40%	40%	35%
Pidgeotto	- %	- %	5 %
Oddish	30%	- %	- %
Bellsprout	- %	30%	- %
Meowth	- %	30%	- %
Mankey	30%	- %	- %
Abra	- %	- %	15%

Catch 'em All Guide

At the top of each section you'll find three boxes, one for each version of the game. Inside are the new Pokémon you'll be able to acquire in that area. We only list Pokémon when it's your best opportunity to get them in each version, and only list each Pokémon once. If you catch all the Pokémon shown in these boxes, at the end of the game you'll have every single Pokémon that's possible to catch, trade for, buy or earn in your version of the game. The one exception is evolved forms, which we don't list, since it's usually easiest to get those by leveling up your Pokémon from their base forms.

Main Text

This is where we describe what each area has to offer, and what you need to do to proceed in your quest. If you're skimming, looking for a specific piece of information, it may help to know that new Pokémon are always highlighted in lavendar, new items are always highlighted in red, and **new skills are always highlighted in black.**

Junior Trainer Data

As you progress through the various Routes and dungeons, you'll run into a variety of Junior Trainers and bosses who will challenge you whenever you cross their line of vision. To help you determine whether it's a fight you can win, or a fight worth fighting, we've listed the name, bench, and amount of money each of your opponents holds. The Pokémon that exist in every version are in blue, the ones that are only in Blue/Red are in purple, and the ones that are only in Yellow are, of course yellow.

31
Giovanni
$4059
Nidorino Level 37
Kangaskhan Level 35
Persian Level 35
Rhyhorn Level 37
Nidoqueen Level 41

Pokémon Finder

The propability of running into certain Pokémon varies widely from area to area and version to version. We ran around in each area until we got in 100 fights, and tabulated the data (rounded off) here, so you know how much work each Pokémon is going to be to get in each version. (Red players should only look at the first column, Blue players the second, and Yellow the last).

The fields that are blue instead of red (not shown) reflect the odds of running into Pokémon while you're using Surf to walk on water.

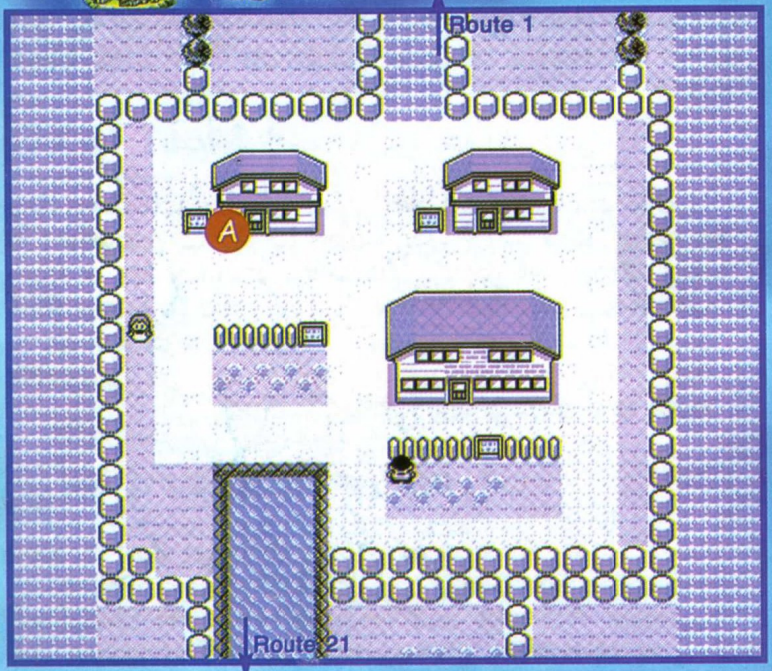
Pallet Town



RED VERSION
Starting Pokémon:
(#1) Bulbasaur
-or-
(#4) Charmander
-or-
(#7) Squirtle

BLUE VERSION
Starting Pokémon:
(#1) Bulbasaur
-or-
(#4) Charmander
-or-
(#7) Squirtle

YELLOW VERSION
Starting Pokémon:
(#25) Pikachu





Chose Your Pokémon

You can wander around and look for Professor Oak all you like, but you won't find him until you try to leave town.

Back at his lab, he'll give you a Pikachu in the Yellow version, or your choice of three other Pokémon in the Blue and Red versions.

Chose carefully: Not only will the Pokémon you pick be your strongest ally for the next few hours, but it will determine which Pokémon your rival picks as well.



(A) Your House



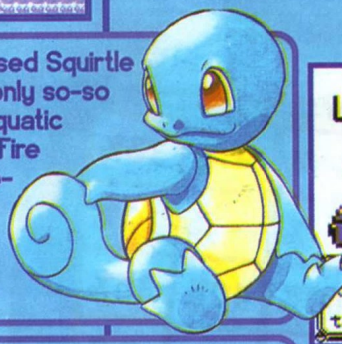
Grab a Potion out of the computer in your room just in case your rival puts up a good fight. And if your Pokémon get hurt, Mom will heal 'em for free.



#7 Squirtle

Water-based Squirtle is tough on defense but only so-so as an attacker. Still, his aquatic attacks are great versus Fire enemies and the soon-to-be very annoying Rock and Ground Pokémon.

If you take him, your rival will pick Bulbasaur.



#1 Bulbasaur

Bulbasaur double specializes in Grass and Poison, so he's good versus a variety of foes, but seriously hurt by the fact that this also doubles his weaknesses. He does get a lot of HP, which you'll need when your rival takes Charmander, who rocks against Grass.



#4 Charmander

Charmander doesn't get as much HP as the other two, but his attacks are damaging, and you'll learn the powerful Fire technique Ember as early as Level 9.

Your rival will pick Squirtle, who is very strong against Charmander.



Your Rival Awaits...

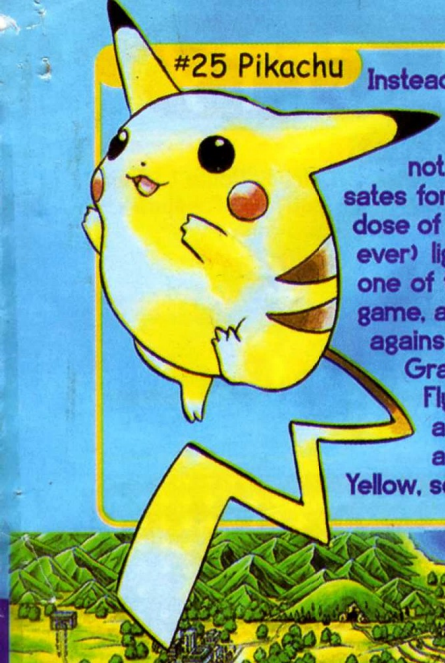


When you head for the exit, you'll be confronted by your rival (named Gary in the TV show) who's eager to test out his Pokémon in combat.

While Pikachu vs. Eevee is an even fight in the Yellow version, people playing Red or Blue will have a tougher match ahead of them, since your rival has shrewdly chosen the Pokémon that has an advantage over yours. Fortunately, your rival isn't much of a fighter, and wastes time with defensive techniques like Growl and Tail Whip instead of just chosing the attacks and going for the quick K.O.

If you lose, though, no big deal: All you miss out on is your rival's $175 and a bit of EXP. And you'll get plenty of opportunites for a rematch.

#25 Pikachu



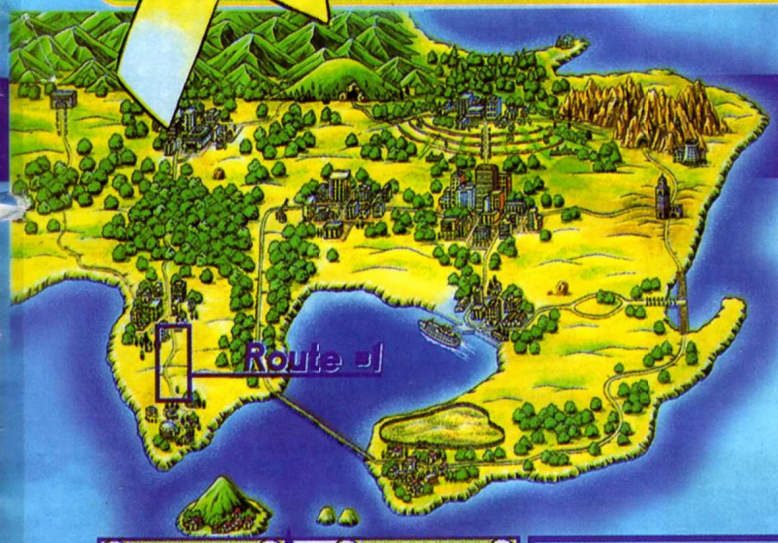
Instead of having a choice, Yellow players are always given a Pikachu by Dr. Oak. But that's certainly not a bad thing: Pikachu compensates for his weak defense with a good dose of power and his... her... its... (whatever) lightning speed. Electric is also one of the best-all-around types in the game, and while it makes Pikachu weak against Ground enemies and Grassers, Electric attacks absolutely shred the game's plentiful Flyers and Water-based creatures... You can see this at work as Pikachu's Thundershock skill fries the Pidgeys hanging around in Route #1. Unfortunately, Pikachu cannot evolve in Yellow, so he's really only useful early in the game.



#133 Eevee

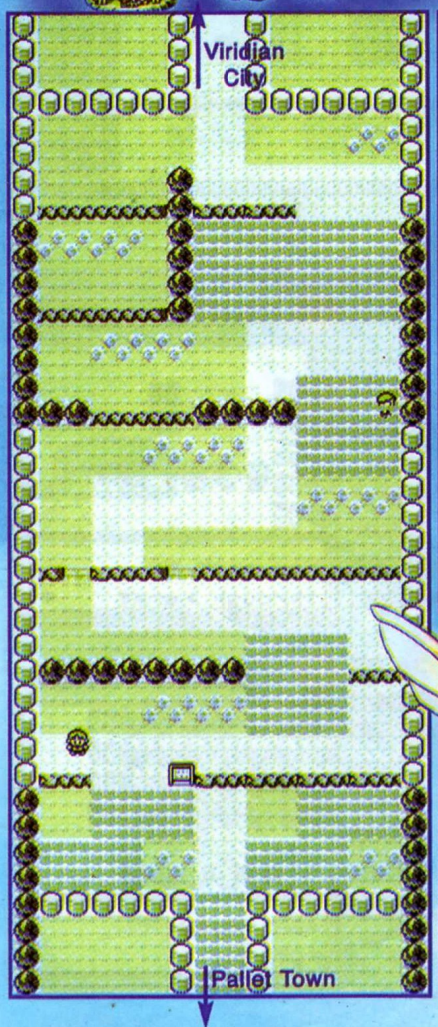


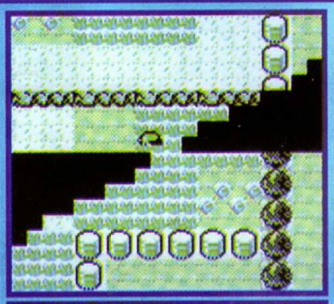
Just as you always get Pikachu, your rival always gets an Eevee as his first Pokémon. And that's fine, 'cause Eevee's not much of a threat at this point. It's a weak, slow Pokémon that learns only Normal skills, and only rarely. When it evolves, though, that's a different story...



ROUTE #1

RED VERSION	BLUE VERSION	YELLOW VERSION
-Not yet capable of catching Pokémon-	-Not yet capable of catching Pokémon-	-Not yet capable of catching Pokémon-







Cross the Wilds to Viridian City

There's not a lot of things to do on the way to Viridian City. Wild Pokémon abound, but without any Poké Balls of your own, they're not worth much except EXP. Be careful they don't wear you down, and stick with your damage-dealing regular attacks.

To avoid the fights altogether, minimize the amount of time you spend in the grassy areas, like the ones in the top photograph. They're the only areas where wild Pokémon lurk, so it's the only time you're at risk of being attacked.

Dont' forget to talk to the first guy you pass for a free Potion!

Pidgey	50%	50%	60%
Rattata	50%	50%	40%

Route 1

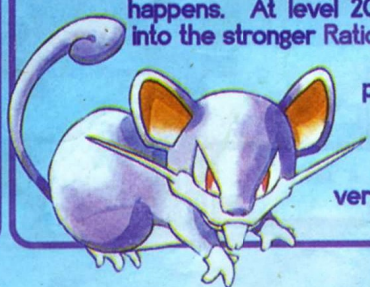
#16 Pidgey



Pidgeys are probably the single most common Pokémon in the game, so it's not like you'll be hurting for opportunities to catch one. They're not great, but they can evolve two times and their Flying-type attacks will be very useful for vanquishing the many Bug-types in the Viridian Forest.

#19 Rattata

These little Rats are all offense... They can't take much more than a hit or two, but they're quick and powerful enough to take down most early enemies before that happens. At level 20 they evolve into the stronger Raticate.



While you probably won't want to use them forever, Rattatas are very useful in the early game.

VIRIDIAN CITY

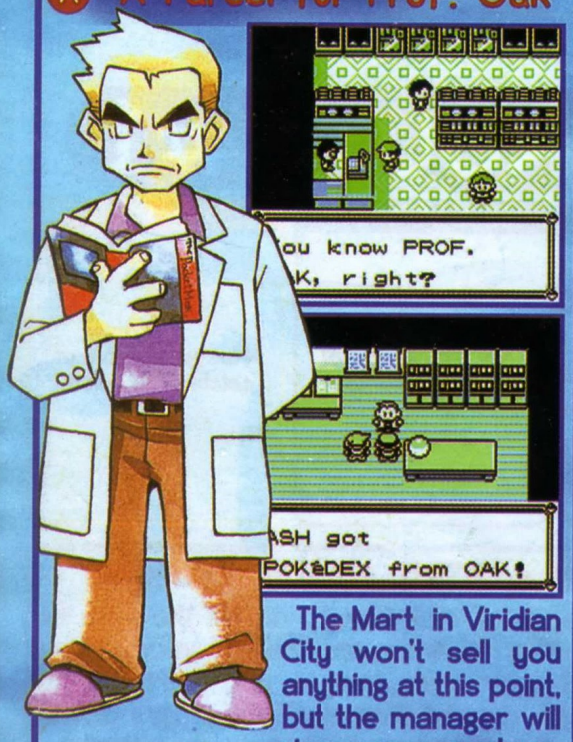


RED VERSION
Catch (in Route 1, when you have Pokéballs):
(≈16) Pidgey
(≈19) Rattata

BLUE VERSION
Catch (in Route 1, when you have Pokéballs):
(≈16) Pidgey
(≈19) Rattata

YELLOW VERSION
Catch (in Route 1, when you have Pokéballs):
(≈16) Pidgey
(≈19) Rattata

A A Parcel for Prof. Oak

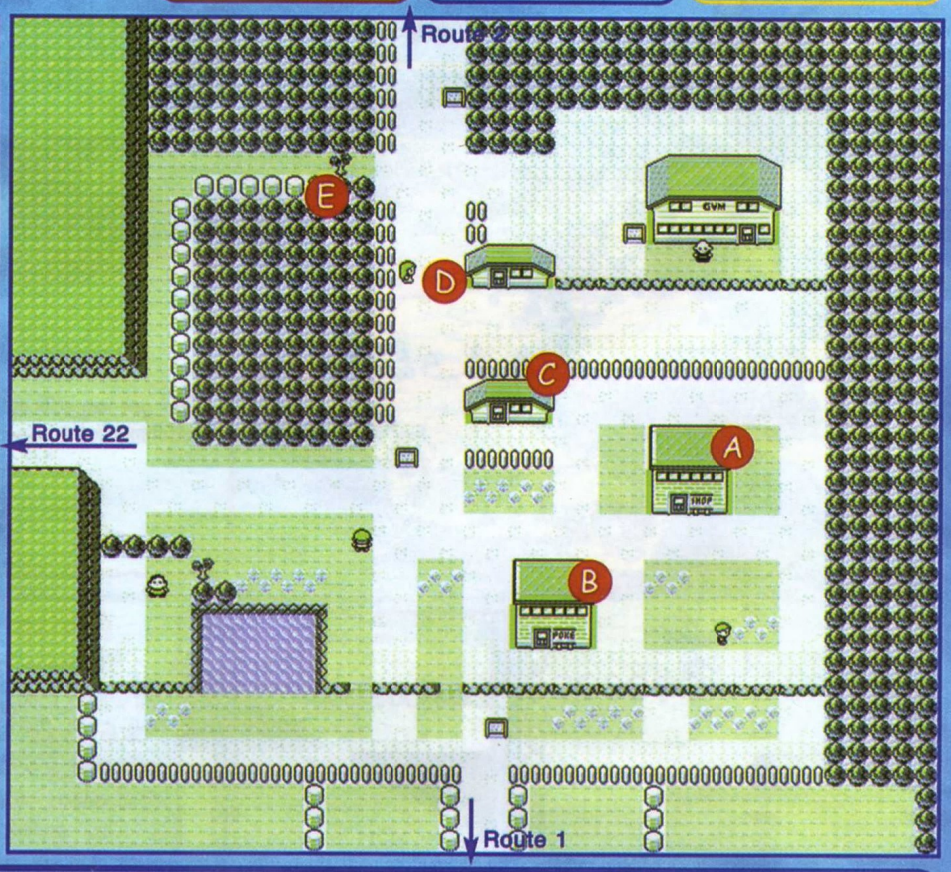


The Mart in Viridian City won't sell you anything at this point, but the manager will give you a package to deliver to Professor Oak.

When you bring it to him, the Prof. will give you a Pokédex, sort of a digital encyclopedia with entries for every Pokémon–as soon as you fill them in.

Before you skip town again, head to Gary's house in the Northeast and get the Town Map from his disobedient sister.





B Poké Center



Pokémon Centers will heal all of your Pokémon for free, and you can use their computers to access your item storage and change your Pokémon roster. Get in the habit of going here first whenever you enter a new town; you don't want to be unprepared for any of your rival's sudden challenges.

C Poké School



There are some good tips on the board at the Pokémon School, and a hidden Potion on the other side of that weird tree. But you can't go any further north; a sleeping man is blocking your way and won't move till you've made your delivery to Professor Oak.

D Sleeping Man



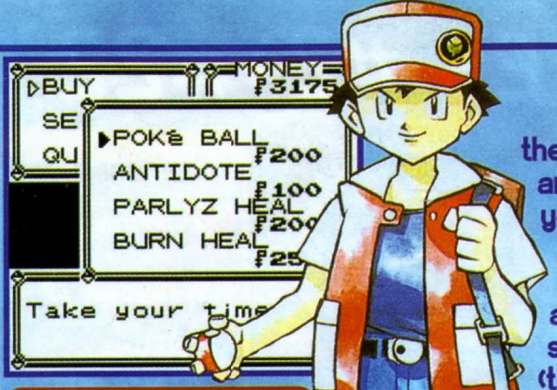
E Hidden Potion



Load Up on Poké Balls

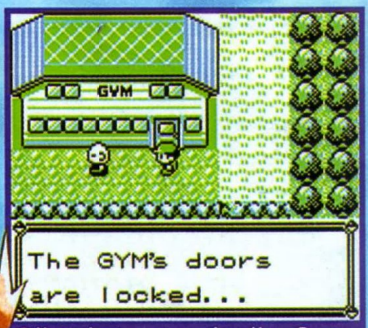
Once you've completed your errand, return to Viridian City and hit the Poké Mart a second time. They'll sell you whatever you need now, and you'd be wise to stock up; since you lose half your money when you run out of usable Pokémon (because they've all Fainted, for example), it doesn't pay to keep a lot of cash on hand.

Buy as many **Poké Balls** as you can afford (believe me, you'll be needing 'em), some **Potions** if you're running low (they're only for sale here in the Yellow version) and maybe an **Antidote** or two to play it safe, since there are plenty of enemies that can poison your Pokémon in the Viridian Forest.



Poké Mart	
POKé BALL	200
POTION	300
ANTIDOTE	100
PARLYZ HEAL	200
BURN HEAL	250

*Items in yellow are only available in the Yellow version.



Other trainers wait in the Gyms to challenge all comers... But this one's away right now. You'll have to come back much later.

Where to Next?

If you head north, you'll find that the old man who was blocking your path has finally got himself together and out of your way. If you ask for a lesson in using Poké Balls, he'll be happy to provide it (although you won't get a choice in the matter in the Yellow version). Once that's over with, you can head past him to Viridian Forest, the area you'll have to cross to get to your next destination.

But don't be so hasty! Route 1 was full of boring Pokémon you can get anywhere, but the area West of here, Route 22, has a few interesting finds, especially in Yellow. But don't go past the grassy area, or your rival might challenge you to a fight you're not quite ready for (see next page for all the details).



There's no avoiding this guy in PM: Yellow. But at least he's off his duff and out of your way.



You don't have to fight your rival in Route 22 to proceed, but you may find it to be a valuable training experience.

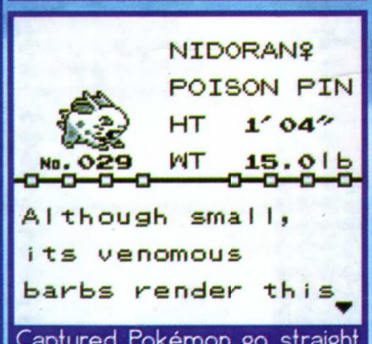
Using Poké Balls Effectively



You'll need a bunch of good Pokémon before you challenge the Viridian Forest, so spend the next few minutes tracking 'em down.

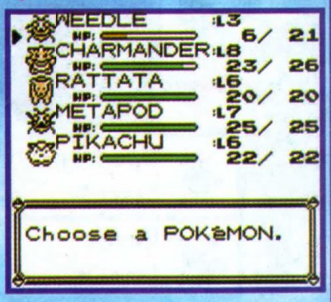
Whether you're trying to catch all of the Pokémon you see, or just the ones you need, you should always be prepared for a chance encounter with a rare Pokémon. This means having at least 3 or 4 Poké Balls on you at all times, and at least one low level Pokémon of your own.

The last part is important, since it's incredibly difficult to catch Pokémon when they're at full strength. They're a lot easier to catch when they're in the yellow damage zone, and a cinch when they're in red, but you'll need a weak fighter to take them down to that level or you may accidentally knockout your target as you whittle away at its health. Sleep, Paralysis and other negative conditions also make catching wild Pokémon easier.



Captured Pokémon go straight into your party if you have space. If not, you'll find them in the Poké Center's computer system.

Leveling Up Your Pokémon



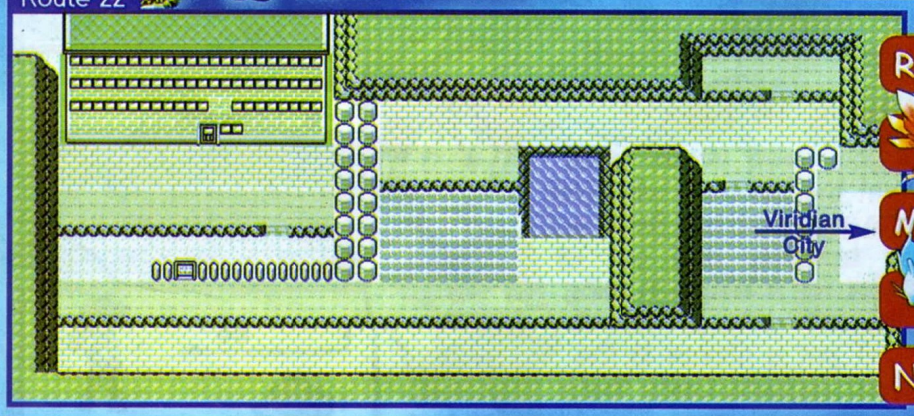
Pokémon need lots of EXP to level up, so weak Pokémon who can't survive battles to get the EXP at the end can be hard to level-up–unless you use this little trick.

Simply put your weakest Pokémon at the top of your roster, and then swap him out for a tougher one at the beginning of every fight. The new Pokémon will do all the work, but since every Pokémon who appeared in the fight gets to share the EXP, the weakling will still get half! But beware: Since you're using your first turn to switch Pokémon, your opponent will get the first attack.

ROUTES #2+#22



RED VERSION	BLUE VERSION	YELLOW VERSION
Catch (in Route 22):	Catch (in Route 22):	Catch (in Route 22):
(#21) Spearow	(#21) Spearow	(#21) Spearow
(#32) Nidoran♂	(#29) Nidoran♀	(#29) Nidoran♀
(#29) Nidoran♀	(#32) Nidoran♂	(#32) Nidoran♂
		(#56) Mankey



Route 22			
Rattata	40%	40%	10%
Spearow	6 %	6 %	10%
Mankey	- %	- %	20%
Nidoran♀	4 %	50%	30%
Nidoran♂	50%	4 %	30%



If you want some quick EXP (and $280), you can challenge your rival in Route 22 by heading west towards the pond. But don't do it until you have a few strong Pokémon! Blue and Red players may want to wait until after Viridian Forest... Or skip it all together.

Yellow players are at an advantage against Gary, because even a low level Pikachu can incinerate his Spearow.



Rival Battle #2

Pidgey	Level 9
Squirtle, Bulbasaur, or Charmander	Level 8
Spearow	Level 9
Eevee	Level 8



#29 Nidoran♀

Female Nidorans are everywhere in Blue, and males abound in Red, but both appear with equal frequency in Yellow. I'd have to give the edge to the sharper-horned males, who learn better offensive attacks in this and the next phase of their evolution, but both are solid all-around fighters early in the game. While both are Poison-typed, they don't get a lot of Poison techniques.

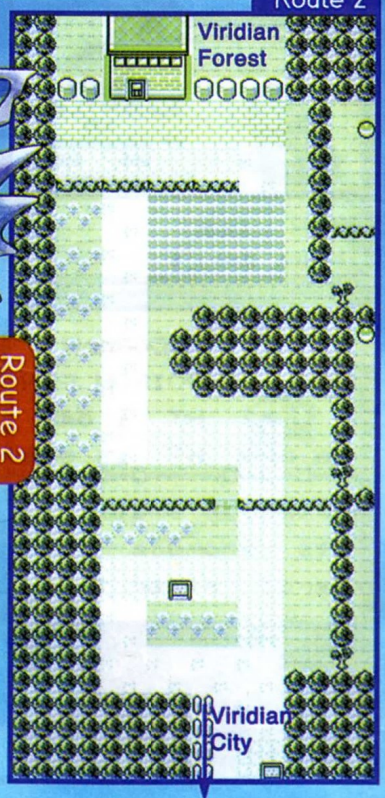


#32 Nidoran♂

#56 Mankey



Only available this early in Yellow, you'll find Mankeys' powerful fighting attacks to be very useful against Normal and Rock-type enemies. They learn their first Fighting-type technique, Low Kick, at Level 9.



Route 2			
Rattata	45%	45%	35%
Pidgey	40%	40%	35%
Weedle	15%	- %	- %
Caterpie	- %	15%	- %
Nidoran♀	- %	- %	15%
Nidoran♂	- %	- %	15%

#21 Spearow

Spearows may not have a third stage of evolution like Pidgeys do, but they're a bit rarer, a bit stronger, and a lot cooler (and they get better attacks too, like Fury Attack and Drill Peck). Whichever you pick, definitely get at least one Bug-stomping Flyer before you enter Viridian Forest.



VIRIDIAN FOREST



RED VERSION
Catch (in Viridian Forest):
- (♂13) Weedle
- (♂25) Pikachu
- (♂10) Caterpie

BLUE VERSION
Catch (in Viridian Forest):
- (♂10) Caterpie
- (♂25) Pikachu
- (♂13) Weedle

YELLOW VERSION
Catch (in Viridian Forest):
- (♂10) Caterpie

1
- Lass $90
- Nidoran♀ Level 6
- Nidoran♂ Level 6

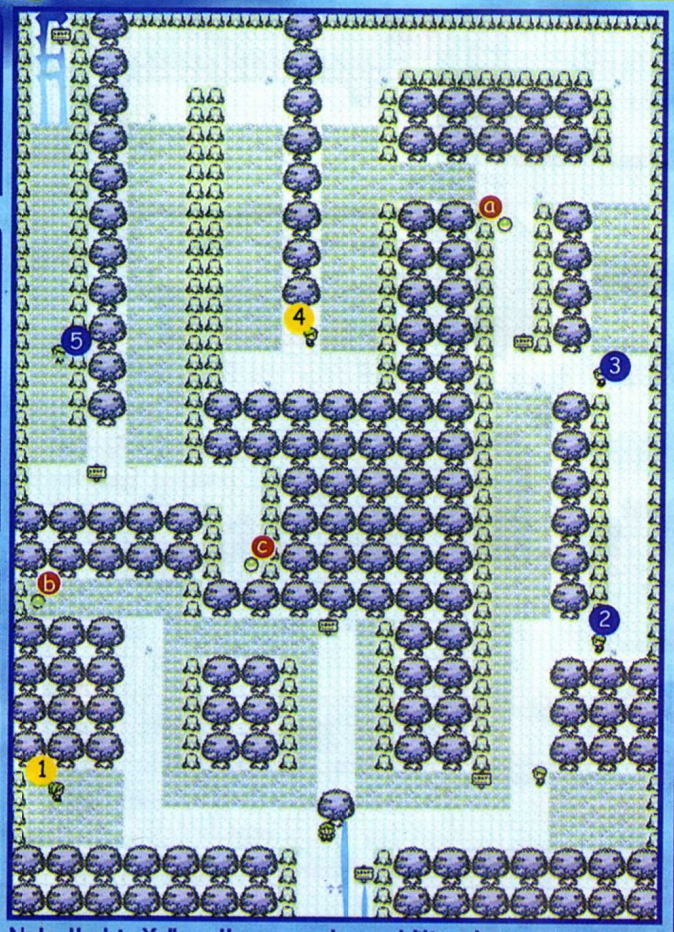
2
- Bug Catcher $60/$70
- Weedle Level 6
- Caterpie Level 6
- Caterpie Level 7
- Caterpie Level 7

3
- Bug Catcher $70/$60
- Weedle Level 7
- Kakuna Level 7
- Weedle Level 7
- Metapod Level 6
- Caterpie Level 6
- Metapod Level 6

4
- Bug Catcher $90
- Caterpie Level 8
- Metapod Level 8

5
- Bug Catcher $90
- Weedle Level 9
- Caterpie Level 10

ⓐ ANTIDOTE
ⓐ POTION
ⓑ POKé BALL
ⓒ POTION



Note that in Yellow there are two additional enemy encounters (1+1), and that most enemies have different Pokémon.

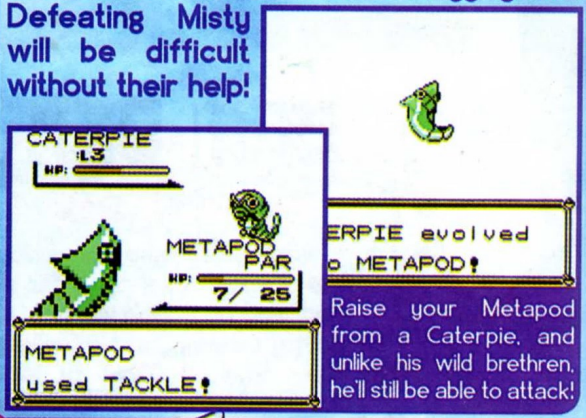
Viridian Forest			
Caterpie	5 %	45%	45%
Metapod	5 %	40%	25%
Weedle	45%	5 %	- %
Kakuna	40%	5 %	- %
Pikachu	5 %	5 %	- %
Pidgey	- %	- %	28%
Pidgeotto	- %	- %	2 %



As you try to cross Viridian Forest, you'll be attacked by both wild Pokémon and various trainers who come at you when you cross their line of vision.

Their pets and the wildlife here may seem tough, but much of it isn't, since Kakunas and Metapods can't attack! Don't bother trying to capture them... Instead capture Weedles and Caterpies and let them *evolve* into Kakunas and Metapods so they can keep their offensive abilities. They evolve fast: Both will be at their third stage of evolution by Level 10!

Pikachus are extremely rare in Red and Blue, but don't leave without snagging one. Defeating Misty will be difficult without their help!



Raise your Metapod from a Caterpie, and unlike his wild brethren, he'll still be able to attack!



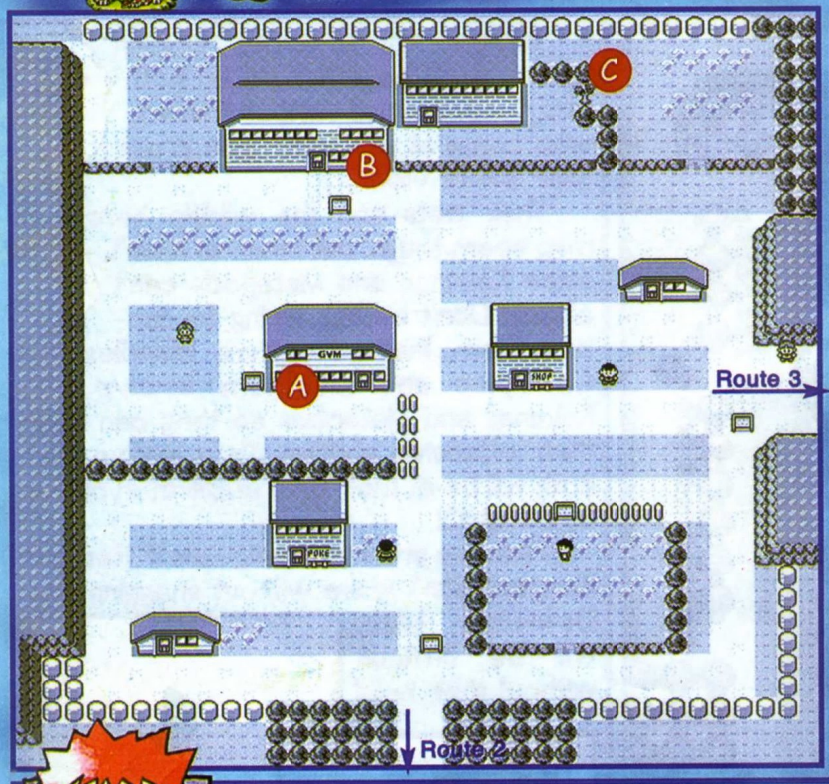
#13 Weedle

At this point Weedle is the only Bug Pokémon worth your time. He's pretty weak when you get him, and evolving him into a Kakuna doesn't make him much better. But his evolution continues at a lightning pace, and at level 10 you'll have an awesome (at least for the early part of the game) Beedrill. Caterpie's level 10 form, Butterfree, simply pales in comparison.

PEWTER CITY



RED VERSION	BLUE VERSION	YELLOW VERSION
-None in this area-	-None in this area-	-None in this area-





You Can't Leave!

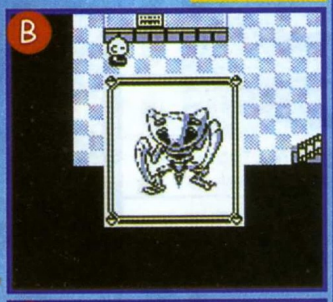
If you try to leave town to the East, you'll be sent to deal with this town's trainer, Brock, in the Gym at Point A. Until you've bested him, you're stuck here.

The Science Museum

It'll cost ya $50 to get into the Museum, and while there's lots of interesting exhibits, nothing here will help you directly. The good stuff is in the back, but that way is blocked by one of those annoying plants... You'll have to come back later.

Here's a silly trick for the Yellow version: What the father upstairs says changes based on your Pikachu's mood. If your Pikachu is clearly upset (if you've left him in the computer too long, for example), he'll ask you to give him to his daughter! But the game won't actually let you.





Poké Mart	
POKé BALL	200
POTION	300
ESCAPE ROPE	550
ANTIDOTE	100
BURN HEAL	250
AWAKENING	200
PARLYZ HEAL	200





Trainer Battle 1: BROCK



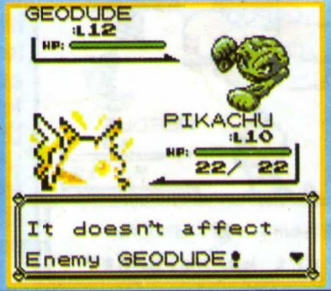
Both Brock and his Junior Trainer use Rock-type Pokémon, and your only chance at victory (netting you his Boulder Badge and TM 34) is to face Brock and his minion with Grass, Water, or Fighting-type Pokémon of your own.

If you're playing Blue or Red, and you picked Squirtle or Bulbasaur, you should have an easy time of it, since both those Pokémon are powerful against Rock. But if you picked Charmander, you may have a problem... You'll have to level-up your other Pokémon (not Fire, Flying, or Bug, all of which are very weak against Rock) and fight him with those.

Since electric Pikachu is also useless against Rock-types, they made the enemies easier in Yellow. But Yellow can also exploit Rock's other weakness: Fighting! Level 9 Mankeys know the Fighting skill Low Kick, and level 12 Nidorans (of either gender) can learn the powerful Double Kick (which they can't learn till level 43 in Red or Blue!)

Jr. Trainer ♂ $220/180	
Diglett	Level 11
Sandshrew	Level 11
Diglett	Level 9
Sandshrew	Level 9

BROCK $1386/1188	
Geodude	Level 12
Onix	Level 14
Geodude	Level 10
Onix	Level 12





ROUTE #3



RED VERSION	BLUE VERSION	YELLOW VERSION
Catch (in Route 3): (≈39) Jigglypuff	Catch (in Route 3): (≈39) Jigglypuff	Catch (in Route 3): (≈27) Sandshrew
Purchase (in Poké Center): (≈129) Magikarp	Purchase (in Poké Center): (≈129) Magikarp	Purchase (in Poké Center): (≈129) Magikarp

1 Lass $135
- Pidgey Level 9
- Pidgey Level 9

2 Bug Catcher $100
- Caterpie Level 10
- Weedle Level 10
- Caterpie Level 10

3 Youngster $165
- Rattata Level 11
- Ekans Level 11

4 Bug Catcher $90
- Weedle Level 9
- Kakuna Level 9
- Caterpie Level 9
- Metapod Level 9

5 Lass $150
- Rattata Level 10
- Nidoran♂ Level 10

6 Youngster $210
- Spearow Level 14

7 Bug Catcher $110
- Caterpie Level 11
- Metapod Level 11

8 Lass $210
- Jigglypuff Level 14

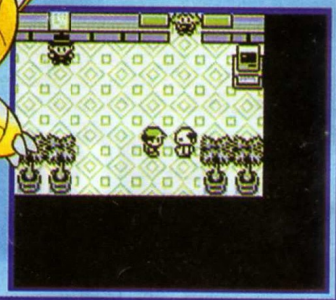
Route 3

Rattata	- %	- %	20%
Pidgey	48%	48%	- %
Spearow	48%	48%	40%
Sandshrew	- %	- %	20%
Jigglypuff	4 %	4 %	- %
Mankey	- %	- %	20%

There are eight disgruntled Pokémon trainers between Pewter City and the entrance to Mt. Moon, but they're pretty easy to avoid (by staying out of their direct line of sight). Still, you may need the EXP: Mt. Moon is tough.



At the Mt. Moon Poké Center, you can pick up a black market Magikarp for $500. As for the wild Pokémon, Jigglypuffs are only decent in Red or Blue, but Yellow players shouldn't move on without a Sandshrew in tow.



#39 Jigglypuff



Jigglypuffs, now even *more* ridiculously cute in Yellow, have a ton of HP but very few good techniques. They can use a wide variety of powerful TM's, however, so if you put some time into it, these Puffs can kick some tail..



#27 Sandshrew

This Ground-type Pokémon doesn't learn anything particularly exciting, but he's tough on defense and makes a good all-around fighter that's virtually impervious to Rock-type attacks. And you'll be facing a lot of those in the very near future.

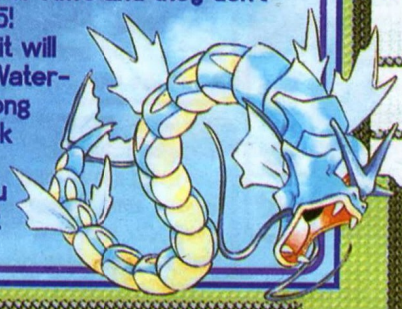


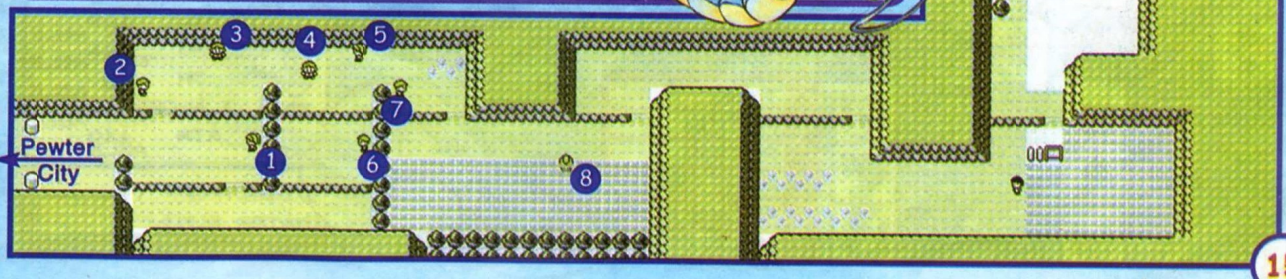
#129 Magikarp



The thing about Magikarps is that they're totally, completely horrible. They come with only one technique, Splash, and it does absolutely nothing. Magikarps can't learn any TM's or HM's and they don't even learn an attack until Level 15!

But, but, *BUT*... If you can get one to level 20, it will evolve into Gyarados, an incredible Flying-type, Water-type dragon with a ton of HP that learns the strong Dragon Rage technique at level 25! So either stick your 'Karp at the top of your roster to level him up, or drop him in the Day Care Center when you get to Route 5. If you can't afford him now, don't worry about it: You can fish for one anywhere.

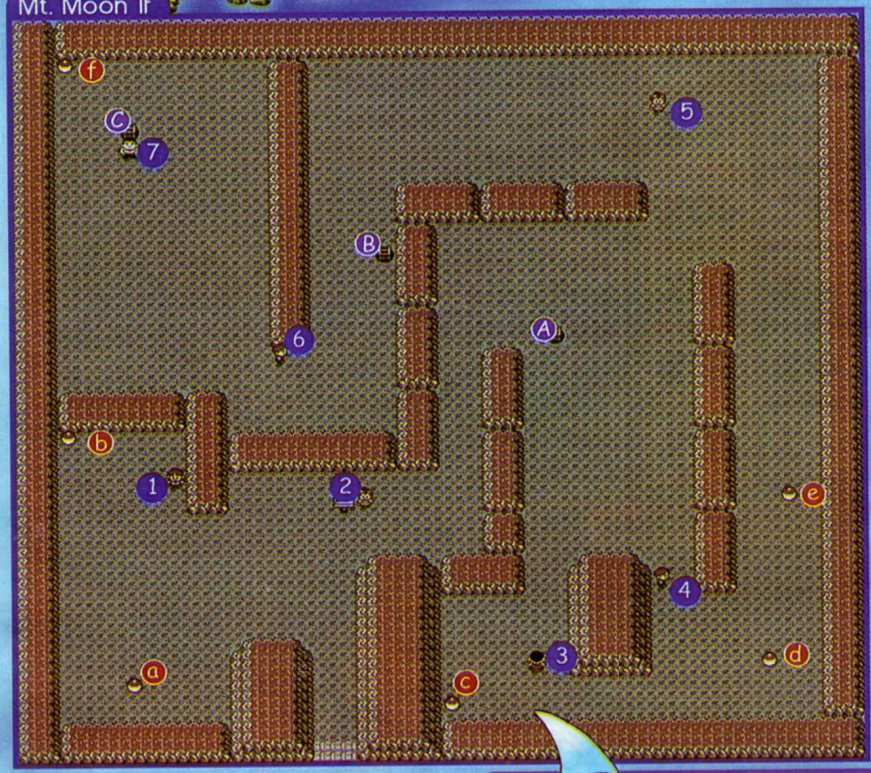




MT. MOON



RED VERSION	BLUE VERSION	YELLOW VERSION
Catch (in Mt. Moon):	Catch (in Mt. Moon):	Catch (in Mt. Moon):
(#41) Zubat	(#41) Zubat	(#41) Zubat
(#74) Geodude	(#74) Geodude	(#74) Geodude
(#16) Paras	(#16) Paras	(#16) Paras
(#35) Clefairy	(#35) Clefairy	(#35) Clefairy



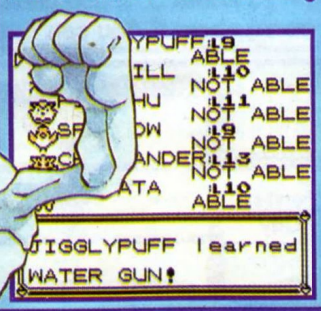
	80%	80%	80%
Zubat			
Geodude	12%	12%	12%
Paras	4 %	4 %	- %
Clefairy	4 %	4 %	4 %
Sandshrew	- %	- %	4 %



Mt. Moon Battle Tactics

This cave is full of Zubats, but once you put a Pikachu or Spearow at the head of the roster, you'll find them to be little more than an annoyance. Deeper levels of the dungeon have Zubats that use the Supersonic skill to confuse your Pokémon, but that can be shaken simply by swapping the Confused fighter for another.

Geodudes are a bit trickier. They're weak to Grass and Water, so Squirtle's Bubble and Bulbasaur's Vine Whip can wipe them out quickly. But if you don't have either of those guys, you can just grab TM 12 and use it to teach Water Gun to one of your Rattatas, Jigglypuffs, Nidorinas or Nidorinos.



1 Bug Catcher $110
- Weedle Level 11
- Kakuna Level 11

2 Lass $210
- Clefairy Level 14

3 Super Nerd $275
- Magnemite Level 11
- Voltorb Level 11

4 Bug Catcher $100
- Caterpie Level 10
- Metapod Level 10
- Caterpie Level 10

5 Lass $165
- Oddish Level 11
- Bellsprout Level 11

6 Youngster $150
- Rattata Level 10
- Rattata Level 10
- Zubat Level 10

7 Hiker $350
- Geodude Level 10
- Geodude Level 10
- Onix Level 10

#41 Zubat

Zubats aren't really that exciting. They're Flying and Poison-typed (even though they don't learn any Poison techniques), so they're weak to lots of stuff, and Leech Life's draining ability is cool, but it's weaker than, say, Oddish's Absorb. While Confusion techniques are cool, Supersonic isn't as good as the Psychic skill, Confusion.

#74 Geodude

Geodudes can be painfully slow, and their weaknesses to Grass and Water can be annoying. But they do learn a lot of powerful early techniques like Rock Throw and Self Destruct, and their strength versus Electric, Flying and Fire Pokémon will be very useful later on.

- (a) TM 12
- (b) POTION
- (c) POTION
- (d) RARE CANDY
- (e) ESCAPE ROPE
- (f) MOON STONE

#35 Clefairy



Only highly skilled trainers can even tell Clefairys and Jigglypuffs apart... They're both big, puffy Pokémon that evolve with a Moon Stone, have a ton of HP, and can use just about any Technical Machine. But Clefairys learn techniques like Double Slap a bit sooner than Jigglypuffs, and get interesting attacks like Metronome at higher levels, so I'd have to give them the edge in the fat, pink, fluffy thing category.

#46 Paras

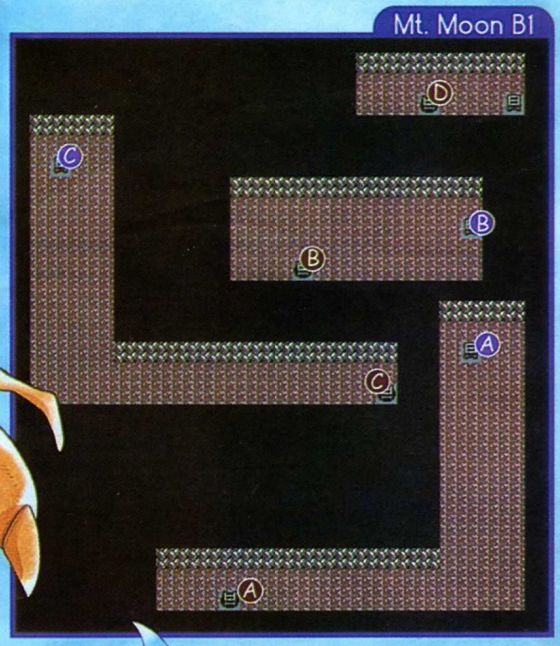
A unique Grass/Bug combo, Paras is weak in the regular game, but can be a good Psychic-stopper at high levels if you play against your friends often.

If your main concern is getting through the game, I'd use Bulbasaur, Oddish, or Bellsprout to fill up your Grass slots. Paras never learns any real attacks, just Spore and Growth and stuff like that.

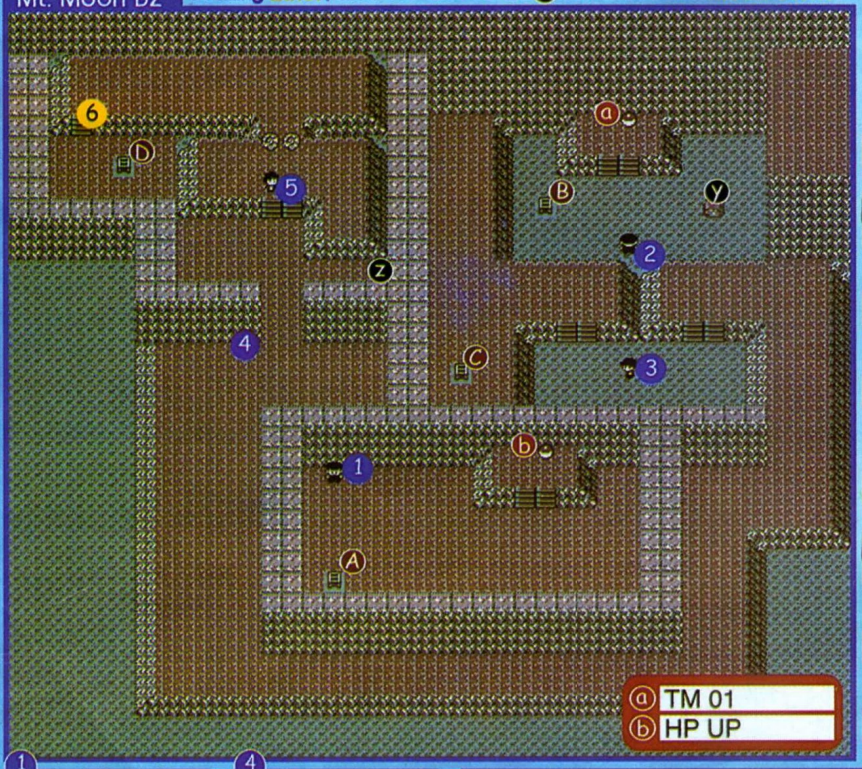


There are two interesting hidden items here. Search the rock at Ⓨ for a PP-refilling Ether, and the alcove at Ⓩ for a second Moon Stone!

Mt. Moon B1



Mt. Moon B2



ⓐ TM 01
ⓑ HP UP

Mt. Moon B1

Zubat	70%	70%	70%
Geodude	16%	16%	16%
Paras	10%	10%	10%
Clefairy	4 %	4 %	4 %

Mt. Moon B2

Zubat	50%	50%	50%
Geodude	30%	30%	26%
Paras	14%	14%	14%
Clefairy	6 %	6 %	10%

1
Rocket $330
Sandshrew Level 11
Rattata Level 11
Zubat Level 11

2
Rocket $360
Zubat Level 12
Ekans Level 12

3
Rocket $390
Raticate Level 16
Rattata Level 13
Zubat Level 13

4
Rocket $390
Rattata Level 13
Zubat Level 13

5
Super Nerd $300
Grimer Level 12
Voltorb Level 12
Koffing Level 12

6
Jessie+James $420
Ekans Level 14
Meowth Level 14
Koffing Level 14

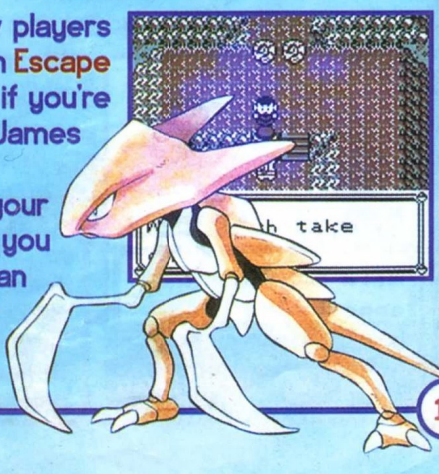
More Battles Await

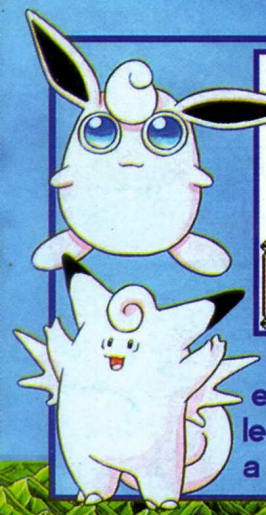




Two nasty surprises await at the end of Mt. Moon (to get to the end, just take route "C" all the way). Blue and Red players may want to simply avoid Rocket #3, since his L16 Raticate is gonna take a lot of your Pokémon down with it. Yellow players can't avoid their extra battle, though. Use an Escape Rope and come back with a healed party if you're not confident you can beat Jessie and James when they ambush you at the end.

Which fossil should you take? It's your choice, but I'd take the Dome Fossil: When you get it cloned (many hours from now), it can grow up to be a hardcore Kabutops (#141, to the right). The Helix Fossil is just this spazzy sea snailish thing (Omanyte, #138).



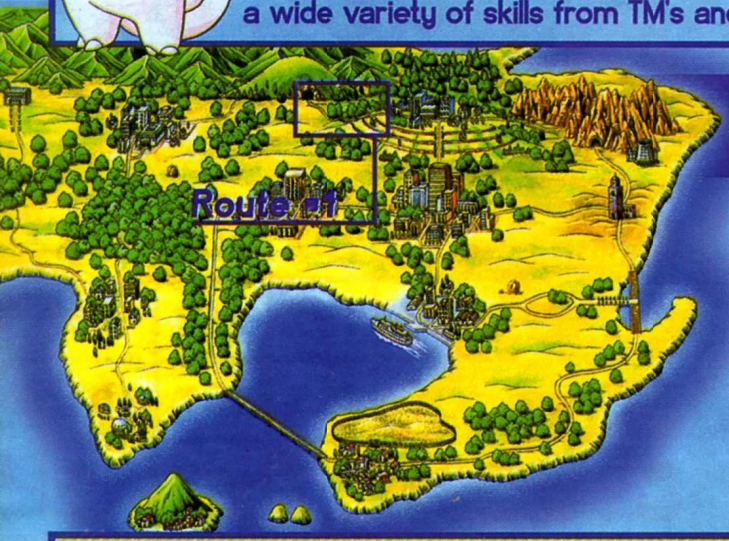




Secrets of the Moon Stone

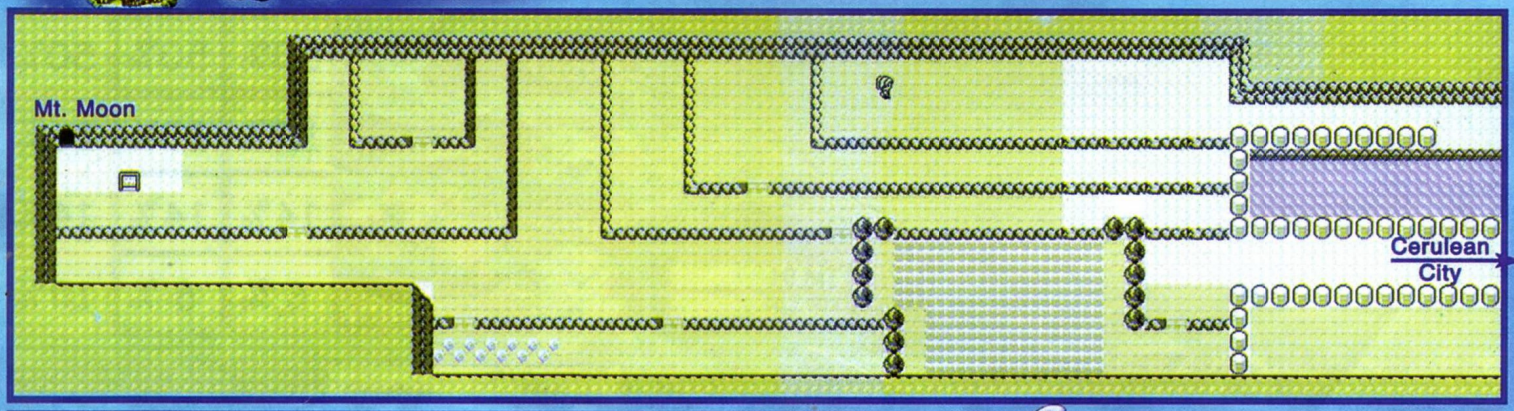
The Moon Stone you picked up in Mt. Moon is a crucial item, and one of only five Moon Stones in Pokémon's world. Moon Stones are the one and only way to make certain Pokémon evolve, of which there are exactly four: Nidorino (Nidoking), Nidorina (Nidoqueen), Jigglypuff (Wigglytuff), and Clefairy (Clefable). But don't go burning that Moon Stone quite yet: All four of these Pokémon basically stop learning skills once they're evolved, so before you evolve any of them, head to this book's Pokédex section and make sure they've learned all the skills you want out of them. Note, though, that all four can still learn a wide variety of skills from TM's and HM's.





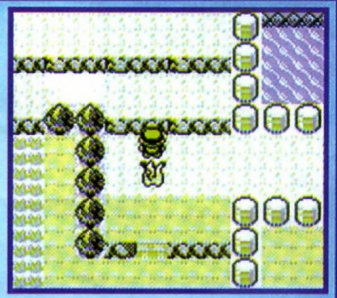
ROUTE #4

RED VERSION	BLUE VERSION	YELLOW VERSION
Catch (in Route 1): (#23) Ekans	Catch (in Route 1): (#27) Sandshrew	-None in this area-



There's nothing particularly interesting in Route 1. All you'll find at this point is a Poké Ball with TM 01 in it, which teaches a Pokémon the battle-ending (but relatively pointless) Whirlwind skill.

Be careful: When you jump down that wall in the Southeast (and you'll have to to progress), you won't be able to go back!





Blue players can pick up a Sandshrew in the wilds here.

Route 4			
Rattata	40%	40%	40%
Spearow	35%	35%	20%
Sandshrew	- %	25%	20%
Ekans	25%	- %	- %
Mankey	- %	- %	20%

#23 Ekans Snake spelled backwards... Yeah, I get it... Okay, anyway, Ekans is pretty cool, 'cause he comes with Wrap built in, and that's one of the best early skills in the game. Use it repeatedly against slower enemies to choke the life out of 'em while preventing them from ever getting an attack in edgewise. But on the down side, he doesn't really learn anything particularly interesting as he grows and evolves (into Arbok... Which can be read backwards, too...).



CERULEAN CITY



RED VERSION	BLUE VERSION	YELLOW VERSION
Trade Poliwhirl for:	Trade Poliwhirl for:	Receive in Event:
(#124) Jynx	(#124) Jynx	(#1) Bulbasaur





Some mysterious crimes are afoot in Cerulean, but there's nothing you can do here right now.

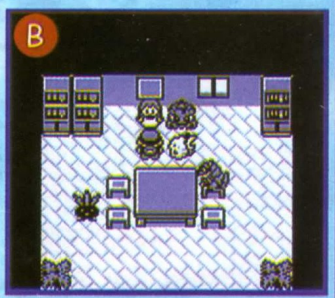
You can check out the Bike Shop, but their bikes seem a tad pricey (a million bucks for a BIKE? But your money counter stops at $999,999!). You can get a better deal in Building B, although the deal you'll get varies based on which version you're playing: If you're playing Red or Blue, you can trade a not-very-hard-to-get Poliwhirl for a very rare Jynx.

If you're playing Yellow, you can't get the Jynx, but the girl will give you a Bulbasaur if you can prove that you've taken good care of your Pikachu. So check out your Pikachu: If he's in a good mood, with the ears wagging or the little hearts, the Bulbasaur is yours. If not, you'll need to use Pikachu and level him up a few times.

If you try to leave town, you'll have to confront your rival, but you may want to fight him and the Rocket Team members on the bridge, (covered next page) to build some EXP before you fight Misty.

Poké Mart

POKé BALL	200
POTION	300
REPEL	550
ESCAPE ROPE	100
ANTIDOTE	250
BURN HEAL	200
AWAKENING	200
PARLYZ HEAL	200







Trainer Battle 2: MISTY

Misty has two Jr. Trainers, but if you feel you can do without the EXP, you can walk wide around the first one.

All the Pokémon are Water creatures, and they're easy to handle if you have Grass or Electric Pokémon like Pikachu or Bulbasaur. If you don't, you can go pick a good Grass Pokémon like Bellsprout or Oddish in Route 24 (covered on the next page).



The Cascade Badge and TM 11 (teaching Bubblebeam) are your prize when you win. If Misty is too difficult, go fight the scattered people in Routes 24 and 25 to level-up your Electric and Grass Pokémon (although any non-Fire, non-Ground, non-Rock Pokémon will do in a pinch).

Jr. Trainer ♂ $320
- Horsea Level 16
- Shellder Level 16

Jr. Trainer ♀ $380
- Goldeen Level 19

Misty $2079
- Staryu Level 18
- Starmie Level 21





ROUTES #24+25

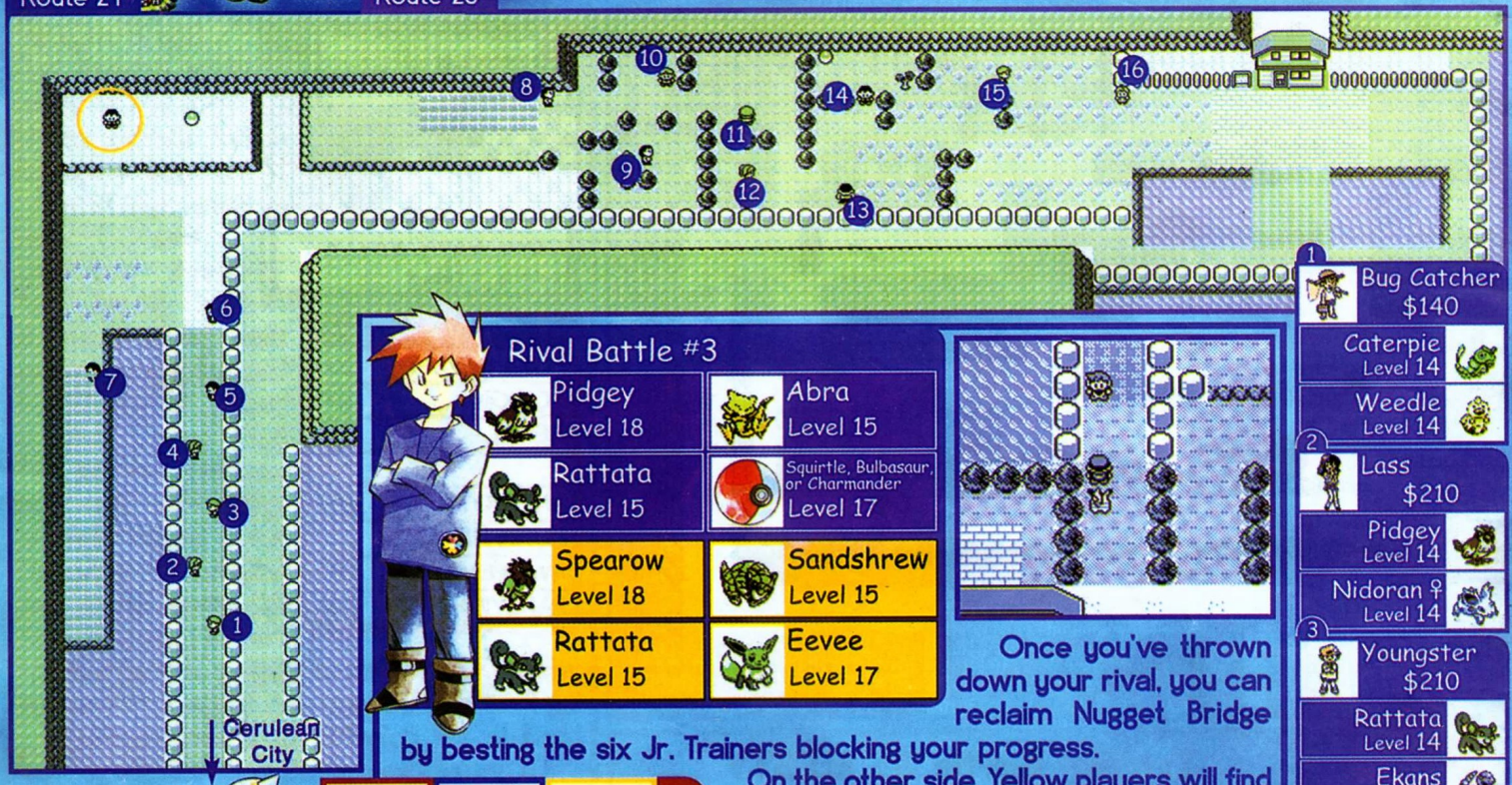


RED VERSION
Catch (in Route 21/25):
(#13) Oddish
(#63) Abra

BLUE VERSION
Catch (in Route 21/25):
(#69) Bellsprout
(#63) Abra

YELLOW VERSION
Catch (in Route 21/25):
(#13) Oddish
(#16) Venonat
(#69) Bellsprout
Receive in Event:
(#4) Charmander

Route 24 Route 25



1 Bug Catcher $140
Caterpie Level 14
Weedle Level 14

2 Lass $210
Pidgey Level 14
Nidoran ♀ Level 14

3 Youngster $210
Rattata Level 14
Ekans Level 14
Zubat Level 14

4 Lass $240
Pidgey Level 16
Nidoran ♀ Level 16

5 Jr. Trainer♂ $360
Mankey Level 18

6 Rocket $450
Ekans Level 15
Zubat Level 15

7 Jr. Trainer♂ $280
Rattata Level 14
Ekans Level 14

Rival Battle #3

Pidgey Level 18	Abra Level 15
Rattata Level 15	Squirtle, Bulbasaur, or Charmander Level 17
Spearow Level 18	Sandshrew Level 15
Rattata Level 15	Eevee Level 17

Once you've thrown down your rival, you can reclaim Nugget Bridge by besting the six Jr. Trainers blocking your progress.

On the other side, Yellow players will find a man (circled) willing to give a Charmander to a good home, while Blue and Red players will only find TM 15, which teaches Thunder Wave. It's a weak skill for winning battles, but good for disabling Pokémon to make them easy to catch.

More interesting is TM 19 in Route 25. You'll need to be crafty to get it: Be at least three squares below the Jr. Trainer (11) who's blocking it when you cross his line of vision, and he'll abandon his post to come fight you. Immediately after, loop behind him and grab it.



It holds Seismic Toss, which does damage equal to the level of the Pokémon using it to an enemy, regardless of their type or defense. Very cool!



Route 24

Weedle	20%	- %	- %
Kakuna	20%	- %	- %
Pidgey	20%	20%	30%
Pidgeotto	- %	- %	2 %
Oddish	25%	- %	30%
Bellsprout	- %	25%	30%
Caterpie	- %	20%	- %
Metapod	- %	20%	- %
Venonat	- %	- %	8 %
Abra	15%	15%	- %

8
Hiker $525
Machop Level 15
Geodude Level 15

9
Youngster $225
Rattata Level 15
Spearow Level 15

10
Hiker $595
Onix Level 17

11
Youngster $255
Slowpoke Level 17

12
Lass $255
Nidoran♂ Level 15
Nidoran♀ Level 15

13
Hiker $545
Geodude Level 13
Geodude Level 13
Machop Level 13
Geodude Level 13

14
Jr. Trainer♂ $280
Rattata Level 14
Ekans Level 14

15
Youngster $210
Ekans Level 14
Sandshrew Level 14

16
Lass $195
Oddish Level 13
Pidgey Level 13
Oddish Level 13

X
Rocket $510
Machop Level 17
Drowzee Level 17

#69 Bellsprout

Bellsprouts can thoroughly thrash your opponents early in the game, since they get the powerful Wrap skill at level 13 and have the Geodude-beating Grass skill Vine Whip built right in.

Their next couple of skills are all Poison, Sleep, and Stun-type stuff, which isn't so great, but if you didn't pick a Bulbasaur early on and you need a Grass-type Pokémon, Bellsprouts are a good choice.

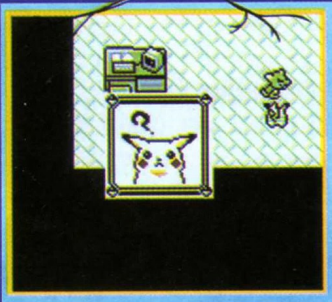
#48 Venonat

Currently available in Yellow only, Venonats are quite rare, but hardly worth the trouble. It's just another Poison-Bug thing, albeit one that can learn fairly good Psychic skills later in life.

#43 Oddish

Don't worry if you're playing Blue: There may not be any Bellsprouts, but you can get an equally cool Oddish.

The right-out-of-the-box Absorb skill puts Leech Life to shame, and since it's Grass-typed, one Oddish can take down dozens of Water, Rock or Ground-typed Pokémon, healing as he goes. You need a Leaf Stone to reach the final stage of evolution, but don't do it until he gets his powerful late game techniques Petal Dance and Solar Beam.



Bill has... a problem. Help him out by going to his PC's keyboard and doing what he asks. Yellow players can enjoy some amusing Pikachu antics as well.

Once he's rewarded you with an S.S. Ticket, take the shortcut back to Cerulean and go to the house that's guarded by a cop. Head on through it and fight the Rocket Team burglar (his roster is »X on the bottom left of this page). Knock him out and recover the very cool TM 28, containing Dig. Dig is a doubly useful skill that can be learned by Sandshrew, Geodude, and even non-Rock Pokémon like Squirtle, Charmander, Rattata, and a couple of others. In battles, it does a ton of damage, delayed by a turn (during which point you're invulnerable), and you can use it out of battles to escape from dungeons!



While in town you can sell your Nugget for $5,000 (that's all it's good for) and then cut through the burgled house's yard and head around Cerulean City to the south. You've got a ship to catch...

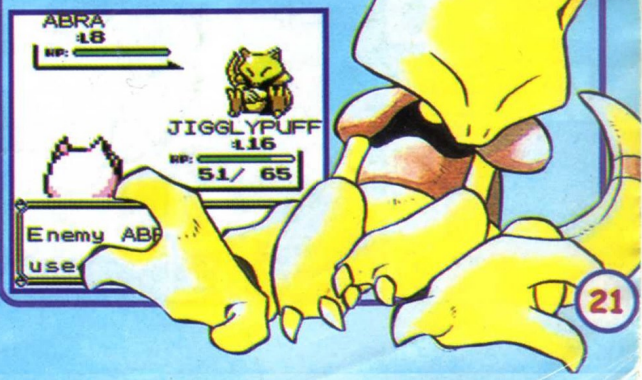
Route 25

Weedle	20%	4 %	- %
Kakuna	20%	2 %	- %
Pidgey	14%	14%	30%
Pidgeotto	- %	- %	2 %
Oddish	25%	- %	30%
Bellsprout	- %	25%	30%
Caterpie	4 %	20%	- %
Metapod	2 %	20%	- %
Venonat	- %	- %	8 %
Abra	15%	15%	- %

#63 Abra

Abras are a total pain in the neck. The only thing they know how to do is Teleport, removing them from battle instantly. So if you're lucky enough to see one in the wild, you've got one turn to snag it (unless its Teleport misses, which is rare). You have a couple of options: One is to have a Jigglypuff or Clefairy Sing it to Sleep, which makes it easier to catch and also gives you an opportunity to knock it around a bit while it's dozing. The other is to use Wrap to squeeze it until it's low enough to catch, while keeping it from Teleporting away.

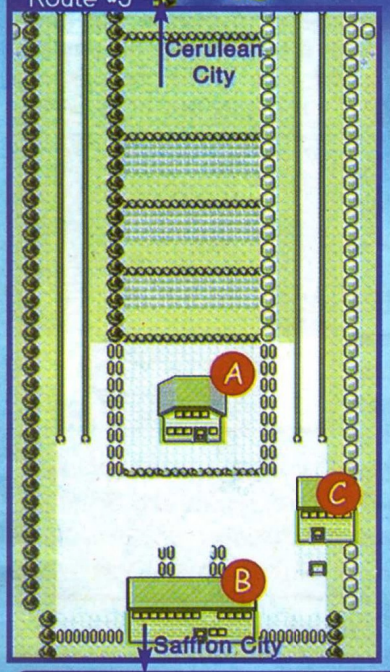
But are they worth it? I think so, since Psychic Pokémon are pretty powerful (skills like Psybeam and Psychic give enemies negative conditions like Confuse and do damage at the same time), and even Abra can learn good techniques from TM's to make up for his own temporary inability to attack. At level 16, Abra will turn into a Kadabra, which you can and should immediately trade to a friend to evolve it into a powerful Alakazam.



ROUTES #5+6



RED VERSION	BLUE VERSION	YELLOW VERSION
Catch (in Route 5/6):	Catch (in Route 5/6):	Catch (in Route 5/6):
(#56) Mankey	(#53) Meowth	(#39) Jigglypuff
		(#63) Abra





You'll need to jump down the rocks from Cerulean City if you want to get to the Day Care Center, where you can drop off Pokémon to be leveled-up while you walk (they gain EXP at the rate of 1 point for each step you take). Unfortunately, the head of the Center makes all the decisions, so if your Pokémon is full up on skills, he may delete a skill you like or abandon the new one altogether, so be cautious. But if you bought that Magikarp, dump him here and return later for a Gyarados. You will be charged $100 for each level gained, though.

The crossing point (B) is closed, so you'll have to take the tunnel (C to D). Press the A button rapidly as you walk to pick up some randomly placed items (nothing too exciting). At the Route 5 entrance, a woman will offer to trade you a male Nidoran for a female in Blue or Red, or a Cubone for a Machoke in Yellow. Not a great deal either way.

There are lots of powerful trainers on the other side, but you can avoid them all except for the final couple.







#53 Meowth

Meowths are similar to (but not quite as good as) Rattatas: Speedy, with lots of normal scratchy-type skills. But there's one twist: At level 17 Meowth learns Pay Day, a solid regular attack that pays you back money equal to double Meowth's level each time it's used. If you find yourself frequently short on cash, it could come in handy.



1 Bug Catcher $160
- Weedle Level 16
- Caterpie Level 16
- Weedle Level 16

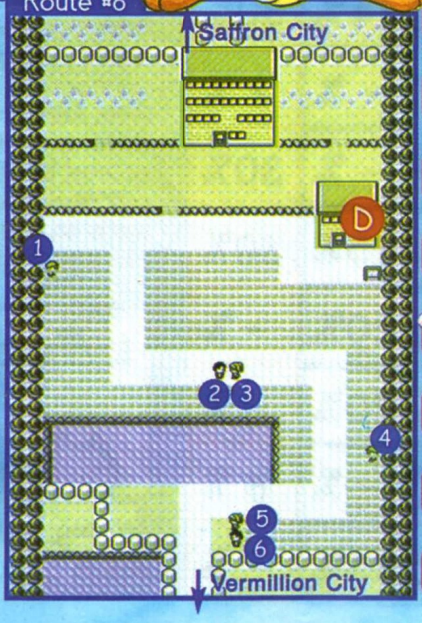
2 Jr. Trainer ♂ $320
- Squirtle Level 20
- Weepinbell Level 16

3 Jr. Trainer ♀ $160
- Rattata Level 16
- Pikachu Level 16
- Cubone Level 20

4 Bug Catcher $200
- Butterfree Level 20

5 Jr. Trainer ♀ $320
- Pidgey Level 16
- Pidgey Level 16
- Pidgey Level 16

6 Jr. Trainer ♂ $380
- Spearow Level 16
- Raticate Level 16



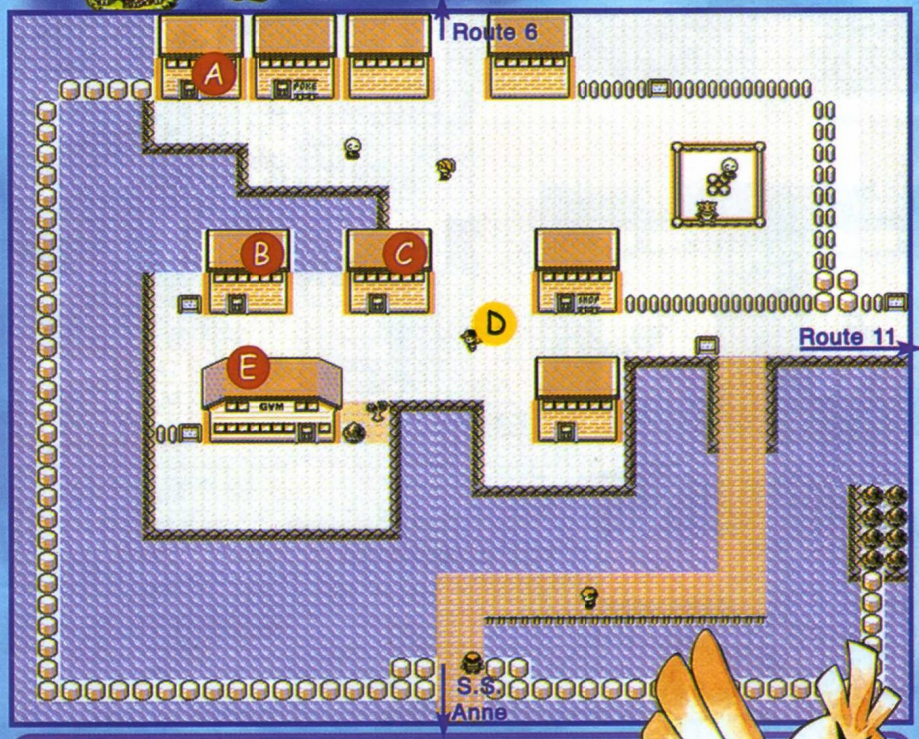
Rattata	- %	- %	35%
Jigglypuff	- %	- %	10%
Pidgey	40%	40%	35%
Pidgeotto	- %	- %	5 %
Oddish	30%	- %	- %
Bellsprout	- %	30%	- %
Meowth	- %	30%	- %
Mankey	30%	- %	- %
Abra	- %	- %	15%

Routes 5+6

VERMILLION CITY



RED VERSION	BLUE VERSION	YELLOW VERSION
Trade Spearow for:	Trade Spearow for:	Receive in Event:
(#83) Farfetch'd	(#83) Farfetch'd	(#7) Squirtle



#83 Farfetch'd

A ninja duck that beats enemies with a giant leek... Okay... Well, uh, Farfetch'd is a solid fighter, and he goes up levels 50% faster than normal Pokémon since he was traded. But since he can't ever evolve, he really won't get much better than he is right now. But extensive testing has proven that he's the best leek-wielding ninja duck in the game, and I stand by that.

Do Some Pokémon Trading

The trader won't deal with Yellow players, but they can talk to the girl just outside for a free Squirtle once they've won the Thunder Badge.



Red/Blue Players can trade a common-as-dirt Spearow for a very rare Farfetch'd at point C. Now that's a good deal!









If you don't have a Spearow to spare, you'll get a chance to grab one in the upcoming Route 11.

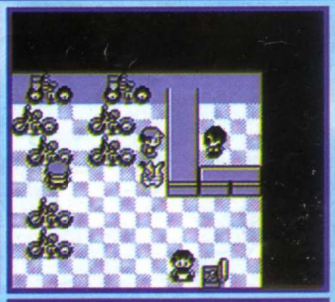


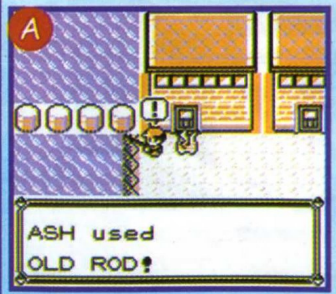
Poké Mart	
POKé BALL	200
SUPER POTION	700
ICE HEAL	250
AWAKENING	200
PARLYZ HEAL	200
REPEL	350

Get the Old Rod

Convince the old man here you love fishing as much as he does, and he'll give you his Old Rod! Now you can use it near any body of water and get... a Magikarp. Or... Another Magikarp... Yep, that's all it catches. Good news if you didn't buy one earlier.









Get a Bicycle

Something slightly cooler than the Magikarp Stick can be found at the Pokémon Fan Club. Listen to the president's boring story and he'll give you his Bike Voucher. Redeem that at the Bike Shop in Cerulean, and you'll get a Bicycle you can use anywhere! Cool!

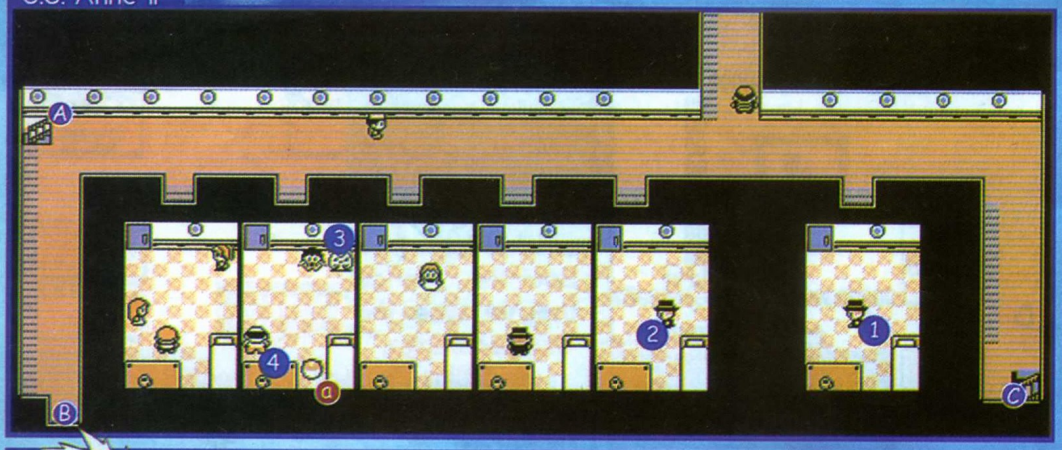


the S.S. ANNE



RED VERSION	BLUE VERSION	YELLOW VERSION
-None in this area-	-None in this area-	-None in this area-

S.S. Anne 1F



1 Gentleman $1260
Growlithe Level 18
Growlithe Level 18

2 Gentleman $1330
Nidoran ♂ Level 19
Nidoran ♀ Level 19

3 Jr. Trainer ♀ $270
Pidgey Level 18
Nidoran ♀ Level 18

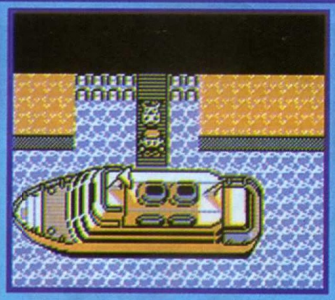
4 Youngster $315
Nidoran ♂ Level 21

ⓐ TM 08
ⓑ MAX ETHER
ⓒ RARE CANDY



Rival Battle #4

Pidgeotto Level 19	Rattata Level 16
Kadabra Level 15	Wartortle, Ivysaur, or Charmeleon Level 20
Spearow Level 19	Rattata Level 16
Sandshrew Level 18	Eevee Level 20



Flash your S.S. Ticket to the guard stationed at the docks, and you'll be allowed onto the massive S.S. Anne cruise liner.

If you want to get straight down to business, follow path A all the way to the Captain's cabin. But be forewarned: Your rival is after the same thing, and he'll be ready for a fight when you cross paths.

Once you've defeated your rival, you're free to visit the good Captain and exchange a back rub (as a sea sickness remedy?) for HM 01, which teaches Cut to just about any Pokémon. As an attack, it's pretty lame, but when used outside of battle, it lets you cut down those annoying trees that are always blocking your way.

Once you've received HM 01, your quest is complete and the ship will shove off as soon as you set foot back on dry land. So if you'd like to visit the kitchen or the other decks (to fight the other guests and crew for EXP, cash, and prizes), you might want to save the Captain for last.



5 Fisherman $530
Goldeen Level 17
Tentacool Level 17
Goldeen Level 17

6 Gentleman $1540
Pikachu Level 23
Voltorb Level 22
Magnemite Level 22

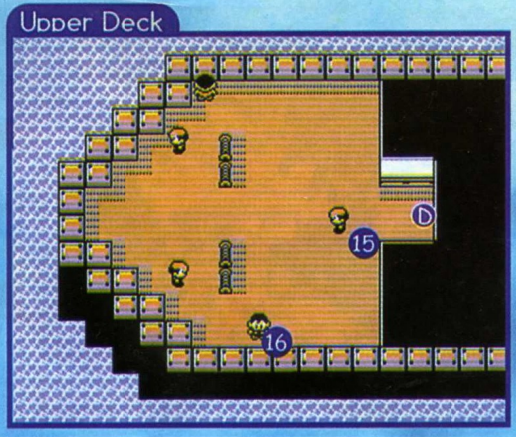
7 Gentleman $1190
Growlithe Level 17
Ponyta Level 17

8 Jr. Trainer ♀ $300
Rattata Level 18
Pikachu Level 18
Jigglypuff Level 20

S.S. Anne B2







9 Sailor $510
Horsea Level 17
Shellder Level 17
Tentacool Level 17

10 Sailor $595
Shellder Level 21

11 Sailor $510
Horsea Level 17
Horsea Level 17
Horsea Level 17

12 Sailor $540
Tentacool Level 18
Staryu Level 18

13 Fisherman $595
Tentacool Level 17
Staryu Level 17
Shellder Level 17

14 Sailor $600
Machop Level 20

ⓓ MAX POTION
ⓔ ETHER
ⓕ TM 44

15 Sailor $510
Machop Level 17
Tentacool Level 17

16 Sailor $450
Machop Level 18
Shellder Level 18



The rest of the ship is entirely optional, but you may find it worth your while. The Sailors may not give up as much cash as the Gentleman, but they're a snap if you have strong Electric of Grass Pokémon, and their prizes include TM 11, which contains Rest, a skill that can be learned by virtually any Pokémon. It completely fills that Pokémon's life bar, but puts it to Sleep in the bargain, so only give it to a Pokémon (like Jigglypuff or something) that's tough enough to survive the beatdown it's gonna receive while asleep.

Stop in the kitchen (B) and root through the trash for your first Great Ball, a powered-up Poké Ball.





Trainer Battle 3: Lt. SURGE

I'm not too thrilled to find our nation represented in Pokémon by a lunatic like Lt. Surge (he's the one and only English-speaking character in the Japanese version of Pokémon), but that's just gonna make it all the sweeter when we fry him and his entourage.

There are three Jr. Trainer-types hanging around in his, um, compound (which you get to by using the Cut command back in Vermillion City), and you'll have a hard time avoiding them since you need to search all those garbage cans for the switches to unlock the door to the Lieutenant's room. When you find one switch, pick a can immediately adjacent to it and search that: If you guessed wrong, you'll have to start over, since the door won't open 'til you flick two switches in a row.







Consider very carefully before you teach a Pokémon the Cut skill! Since it's a Hidden Machine, it can never be unlearned. You want to give it to a Pokémon you'll use often (since you haven't seen the last of those trees) but not one with more than 3 good skills.



1 Jr. Trainer♂ $500
Voltorb Level 20
Magnemite Level 20
Voltorb Level 20
Voltorb Level 20
Voltorb Level 20
Voltorb Level 20

2 Sailor $630/720
Pikachu Level 21
Pikachu Level 21
Magnemite Level 24

3 Gentleman $1610/1540
Pikachu Level 23
Magnemite Level 22
Voltorb Level 22

Lt. SURGE $2367/2772
Voltorb Level 21
Pikachu Level 18
Raichu Level 24
Raichu Level 28



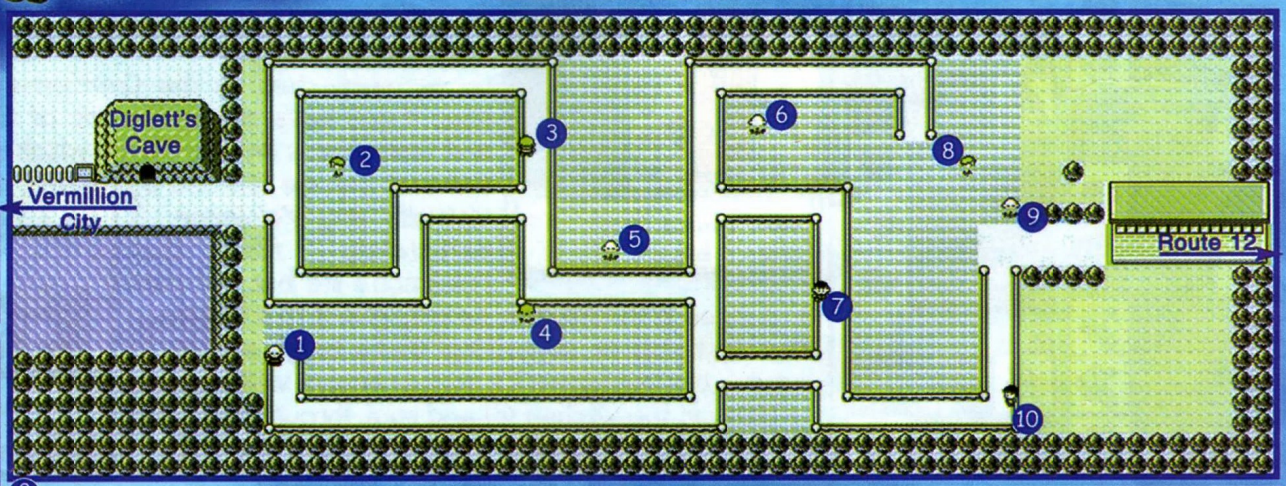
As for Surge, his powerful Raichu is certainly a dangerous opponent, but strong Ground-type Pokémon like Geodude and Sandshrew are completely immune to many of his attacks, and your own Electric and Grass Pokémon have some protection. On offense, use your own Ground-type attack, Dig, for devastating results. Otherwise, stick with normal attacks.

Your prizes include the Thunder Badge and TM 21, which can teach the powerful electric attack Thunderbolt to a variety of Pokémon. This includes Pikachu, but in the Yellow version he'll learn it by himself at level 26, so you may want to use it on someone else, or save it for Jolteon or another Electric Pokémon.

ROUTE #11



RED VERSION	BLUE VERSION	YELLOW VERSION
Catch (in Route 11):	Catch (in Route 11):	Catch (in Route 11):
(Lv96) Drowzee	(Lv96) Drowzee	(Lv96) Drowzee



1 Gambler $1260
- Voltorb Level 18
- Magnemite Level 18

2 Youngster $315
- Ekans Level 21

3 Youngster $285
- Sandshrew Level 19
- Zubat Level 19

4 Youngster $270
- Nidoran♂ Level 18
- Nidoran♀ Level 18

5 Gambler $1260
- Bellsprout Level 18
- Oddish Level 18

6 Gentleman $1260
- Growlithe Level 18
- Vulpix Level 18

7 Engineer $1050
- Magnemite Level 21

8 Youngster $255
- Rattata Level 17
- Rattata Level 17
- Rattata Level 17

9 Gambler $1260
- Voltorb Level 18
- Magnemite Level 18

10 Engineer $900
- Magnemite Level 18
- Magnemite Level 18
- Magnemite Level 18





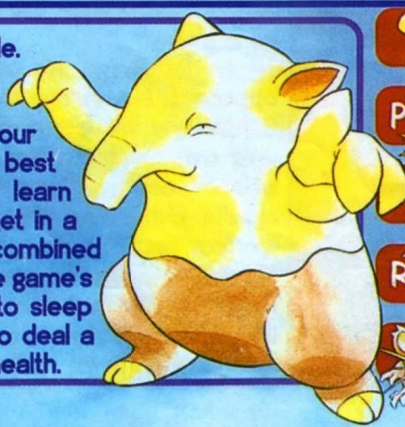
This area is entirely optional, since you can use Diglett's Cave to cross back to Route 2 (where you want to be right now) without facing the wrath of the 10 deranged trainers lurking in Route 11. But you might want to visit for a bit to grab yourself a Drowzee, and maybe take down some of the Gamblers for the massive amounts of cash they keep on hand.

The checkpoint to the East is open, but a sleeping Snorlax is blocking the path. You can go upstairs, however, and get the Item Finder from one of Professor Oak's aides if you have 30 or more Pokémon, or trade a Nidorino for a Nidorina in Blue/Red or a Lickitung for a Dugtrio in Yellow.

Route 11

Spearow	35%	35%	- %
Ekans	35%	- %	- %
Sandshrew	- %	35%	- %
Drowzee	30%	30%	25%
Pidgey	- %	- %	35%
Pidgeotto	- %	- %	5 %
Rattata	- %	- %	30%
Raticate	- %	- %	5 %

#96 Drowzee

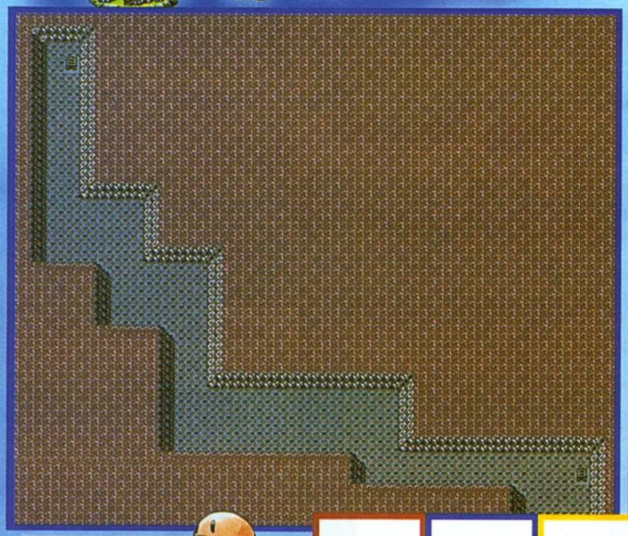


Drowzees are incredible. They have a lot of HP and good special attacks, including a variety of Psychic attacks that do damage *and* give your opponents negative conditions. But the best thing about Drowzee is that he can learn Dream Eater from TM 12 (which you'll get in a page or so, back in Route 2), and that, combined with his built-in skill Hypnosis, is one of the game's most powerful combos. He puts 'em to sleep with Hypnosis then uses Dream Eater to deal a ton of damage and gain it all back as health.

DIGLETT'S CAVE



RED VERSION	BLUE VERSION	YELLOW VERSION
Catch (in Diglett's Cave): (≈50) Diglett	Catch (in Diglett's Cave): (≈50) Diglett	Catch (in Diglett's Cave): (≈50) Diglett
Trade Abra for: (≈122) Mr. Mime	Trade Abra for: (≈122) Mr. Mime	Trade Clefairy for: (≈122) Mr. Mime



Diglett's Cave connects the West side of Route 11 and the East side of Route 2, near Viridian Forest. The path is easy, but the Digletts and Dugtrios can be annoying, so remember: Flying creatures are immune to Ground-based attacks, even Dig.

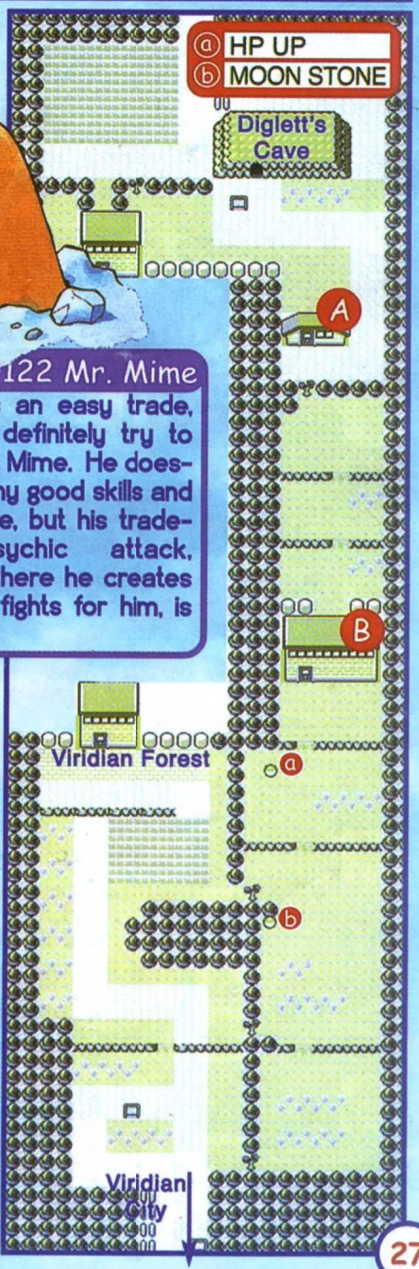


Diglett	95%	95%	95%	Diglett's Cave
Dugtrio	5 %	5 %	5 %	

#50 Diglett

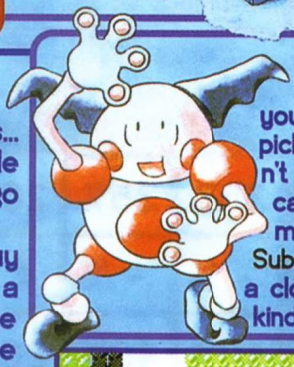
You don't really see a lot of Ground-type Pokémon, but that's largely due to a shortage of Ground skills. Diglett and Dugtrio don't really have anything you haven't already seen: Dig (at level 19) is great, but that's all that's interesting for a long time. Certainly worth picking one up, though.





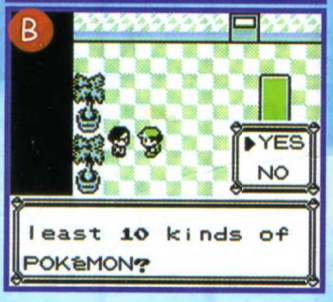
#122 Mr. Mime

Since it's an easy trade, you should definitely try to pick up a Mr. Mime. He doesn't have many good skills and can't evolve, but his trademark Psychic attack, Substitute, where he creates a clone that fights for him, is kind of cool.



Back to Route #2





Ah, such happy times... Well, put the nostalgia aside for a moment and let's go get some treasure.

Building A has a guy who's willing to trade you a rare Mr. Mime, in exchange for an Abra in Red/Blue (Blue players will need to get one from a Red player, since they don't appear in Blue) or a Clefairy in Yellow.

Further south in Building B, you can get HM 05, which contains Flash, the item we came for. This is used primarily to light caves, but in battle it will also lower the Accuracy of your opponents' attacks. Its current owner, another one of Professor Oak's aides, will only fork it over if you have 10 or more Pokémon.

While you're in the area, head back to Viridian City to get TM 12, with that Dream Eater for your Drowzee. Cut aside another tree in Pewter City to get the Old Amber from the Museum Curator. When that's all done, cut back through the Diglett's Cave and head to Cerulean City.





ROUTES #9+10



RED VERSION
Catch (in Route 10):
(Lv.100) Voltorb

BLUE VERSION
Catch (in Route 10):
(Lv.100) Voltorb

YELLOW VERSION
Catch (in Route 10):
(Lv.8) Magnemite
(Lv.66) Machop

1 Jr. Trainer ♀ $360
- Oddish Level 18
- Bellsprout Level 18
- Oddish Level 18
- Bellsprout Level 18

2 Hiker $700
- Machop Level 20
- Onix Level 20

3 Jr. Trainer ♂ $420
- Growlithe Level 21
- Charmander Level 21

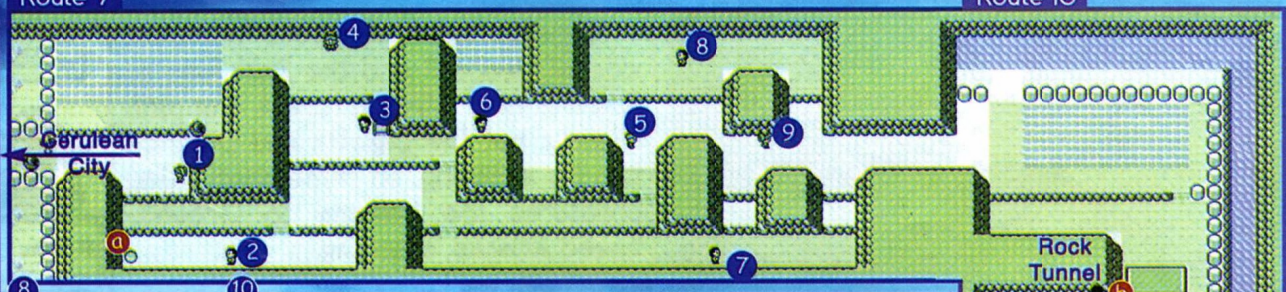
4 Bug Catcher $190
- Beedrill Level 19
- Beedrill Level 19

5 Bug Catcher $200
- Caterpie Level 20
- Weedle Level 20
- Venonat Level 20

6 Jr. Trainer ♂ $380
- Rattata Level 19
- Diglett Level 19
- Sandshrew Level 19

7 Hiker $735
- Geodude Level 21
- Onix Level 21

Route 9



8 Hiker $700
- Geodude Level 20
- Machop Level 20
- Geodude Level 20

9 Jr. Trainer ♀ $460
- Meowth Level 23

10 Jr. Trainer ♀ $400
- Pikachu Level 20
- Clefairy Level 20

ⓐ TM 30
ⓑ SUPER POTION

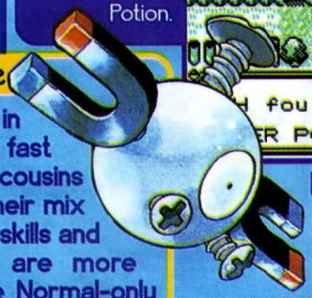
Hack aside the top bush and search beneath it for a Super Potion.



Route 10

The encounters here are annoying, but at least many of them can be avoided and there's a Poké Center at the end. Make sure you have your Cut-knowing Pokémon with you, or the HM and a Pokémon who's willing to learn.

#81 Magnemite



The Magnemites in Yellow aren't as fast as their Voltorb cousins in Red/Blue, but their mix of strong Electric skills and Normal attacks are more versatile than the Normal-only skills of Voltorbs.

Route 9			
Spearow	35%	35%	20%
Fearow	- %	- %	4 %
Rattata	40%	40%	20%
Raticate	- %	- %	8 %
Ekans	25%	- %	- %
Sandshrew	- %	25%	- %
Nidoran M	- %	- %	16 %
Nidorino	- %	- %	8 %
Nidoran F	- %	- %	16 %
Nidorina	- %	- %	8 %

Route 10			
Spearow	30%	30%	- %
Sandshrew	- %	30%	- %
Rattata	15%	15%	20%
Raticate	- %	- %	10%
Ekans	30%	- %	- %
Nidoran M	- %	- %	12%
Nidoran F	- %	- %	12%
Machop	- %	- %	18%
Magnemite	- %	- %	28%
Voltorb	25%	25%	- %

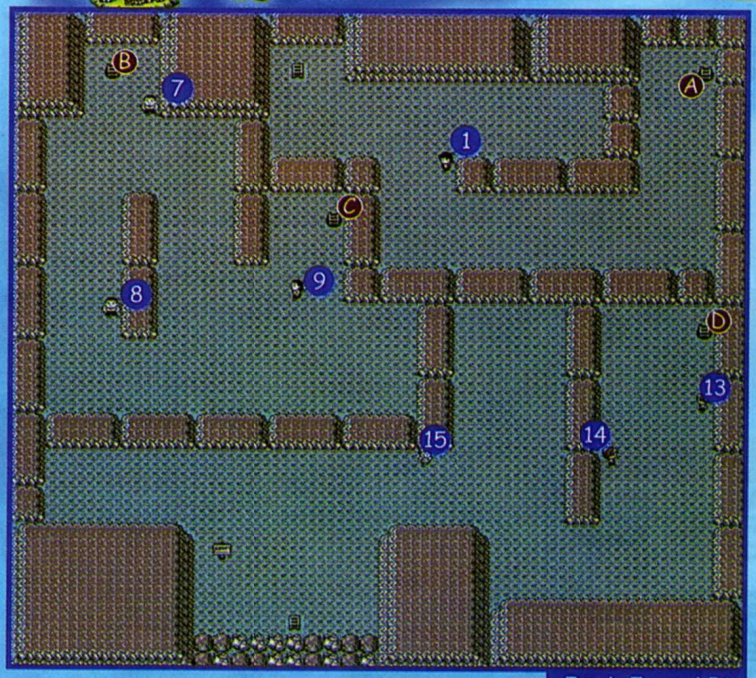
ROCK TUNNEL



RED VERSION
Catch (in Rock Tunnel):
(≈66) Machop
(≈95) Onix

BLUE VERSION
Catch (in Rock Tunnel):
(≈66) Machop
(≈95) Onix

YELLOW VERSION
Catch (in Rock Tunnel):
(≈95) Onix



Rock Tunnel B1



You'll have to use Flash if you want to see where you're going in here. It's possible to proceed without it, but you'll probably want the light so you can avoid some of this area's tedious, difficult enemy encounters.



Rock Tunnel B2

1 Pokémaniac $1150
Cubone Level 23
Slowpoke Level 23

2 Pokémaniac $1250
Slowpoke Level 25

3 Jr. Trainer ♀ $440
Oddish Level 22
Bulbasaur Level 22

4 Pokémaniac $700
Charmander Level 22
Cubone Level 22

5 Hiker $875
Geodude Level 25

6 Hiker $700
Machop Level 20
Onix Level 20

7 Hiker $665
Geodude Level 19
Machop Level 19
Geodude Level 19
Geodude Level 19

8 Hiker $700
Onix Level 20
Onix Level 20

9 Hiker $735
Geodude Level 21
Graveler Level 21

10 Jr. Trainer ♀ $420
Jigglypuff Level 21
Pidgey Level 21
Meowth Level 21

11 Hiker $735
Geodude Level 21
Geodude Level 21
Graveler Level 21

12 Pokémaniac $1000
Slowpoke Level 20
Slowpoke Level 20
Slowpoke Level 20

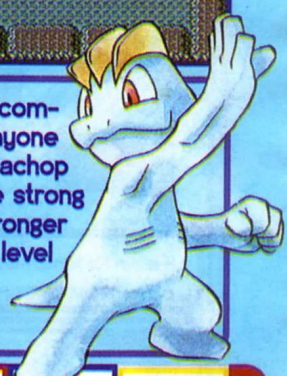
13 Jr. Trainer ♀ $440
Bellsprout Level 22
Clefairy Level 22

14 Jr. Trainer ♀ $380
Pidgey Level 19
Rattata Level 19
Rattata Level 19
Bellsprout Level 19

15 Jr. Trainer ♀ $400
Meowth Level 20
Oddish Level 20
Pidgey Level 20

#66 Machop

They're not a common sight in any version, but anyone can track down and capture a Machop with a bit of effort. Machops are strong on offense and HP and only get stronger as they evolve: Into Machoke at level 26, and then into Machamp once they're traded.



Rock Tunnel B1·B2

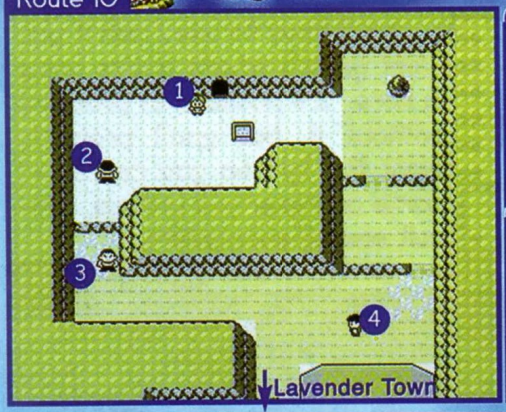
Zubat	50%	50%	50%
Geodude	26%	26%	26%
Machop	16%	16%	16%
Onix	8%	8%	8%



Lavender Town

RED VERSION	BLUE VERSION	YELLOW VERSION
-None in this area-	-None in this area-	-None in this area-

Route 10



1 Jr. Trainer ♀ $420
- Pidgey Level 21
- Pidgeotto Level 21

2 Hiker $735
- Geodude Level 21
- Onix Level 21

3 Hiker $665
- Onix Level 19
- Graveler Level 19

4 Pokémaniac $1000
- Cubone Level 20
- Slowpoke Level 20

You're not out of the woods yet... Four more challengers await in this southernmost chunk or Route 10.





Fortunately, you can avoid them all by skipping off to the right. Don't miss the Max Ether, though.

Paranormal Events in Lavender

Finally, a chance to heal and relax for a bit! The Pokémon Necropolis of Lavender is a tiny town, but there are a couple of interesting things afoot. The Mart here (A) sells a ton of great new stuff, including Revive, which cures Fainted Pokémon, and the extra powerful Great Balls. There's some weirdo at Point B who rates your Pokémons' nicknames (?) and lets you change them, and there's an even stranger mystery at Point C, where the enigmatic Mr. Fuji has turned up missing.

Poké Mart	
GREAT BALL	600
SUPER POTION	700
REVIVE	1500
ESCAPE ROPE	550
SUPER REPEL	500
ANTIDOTE	100
BURN HEAL	250
ICE HEAL	250
PARLYZ HEAL	200

The source of all the problems seems to be the Pokémon Tower (D), where you'll find Gary waiting to ambush you (if you want to skip it for now, just stay out of the Tower). If you go even further, you'll start running into Ghosts and possessed Pokémon Psychics... Without a Silph Scope, you'll have to run from the random encounters, but you can fight the Psychics' pets: Ghosts are incredibly difficult to defeat, but Psychic Pokémon like Drowzee can shred them with a single blast of Confusion. No point going any further: You'll be turned back at the 6th floor if you don't have that Scope!

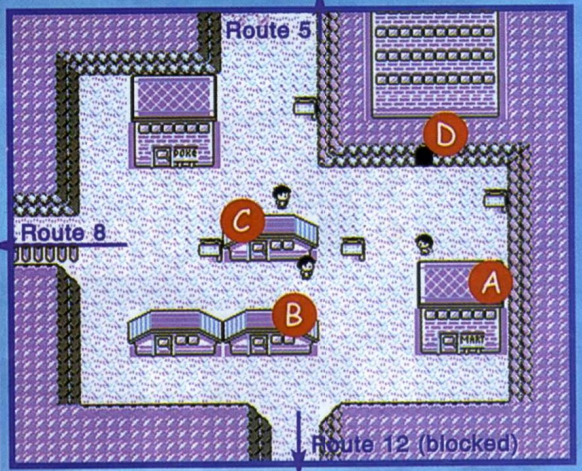




You'll find Gary waiting on the third floor







Rival Battle #5



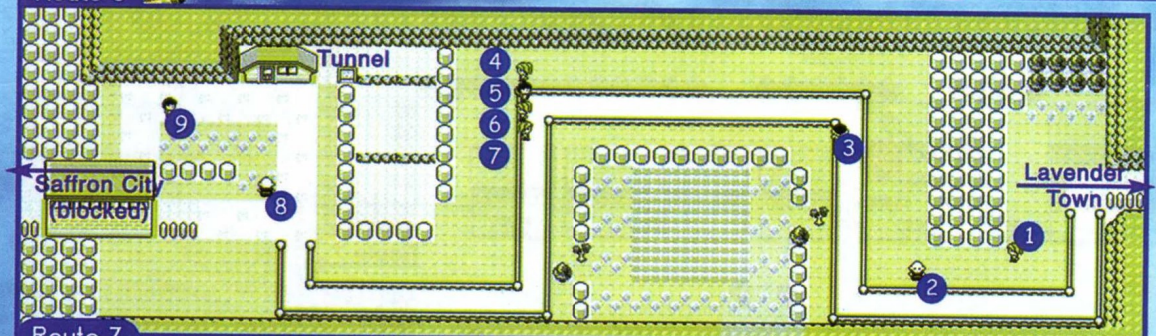
Pidgeotto Level 25	Fearow Level 25
Growlithe Level 23	Shellder Level 23
Exeggcute Level 22	Vulpix Level 22
Kadabra Level 20	Sandshrew Level 20
Wartortle, Ivysaur, or Charmeleon Level 25	Eevee Level 25

ROUTES #8+7



RED VERSION	BLUE VERSION	YELLOW VERSION
(58) Growlithe	(37) Vulpix	-None in this area-

Route 8





The many roads to Saffron City are all blocked, so once you pass the challengers and catch yourself a Pokémon or two, take the tunnel connecting Routes 7+8. Don't forget to search for dropped items.

Route 7



#58 Growlithe

Fire Pokémon abound around here... Red gets a powerful Growlithe, Blue gets a swift Vulpix, and Yellow gets... nothing. Anyway, Growlithe's a tough fighter with decent Fire attacks, who turns into one of Red's toughest brawlers when you power him up (into Arcanine) with a Fire Stone. But you may want to wait on that until he learns his best technique, Flamethrower, at Level 50.



1 Lass $330
- Clefairy Level 22
- Clefairy Level 22

2 Gambler $1680
- Growlithe Level 24
- Vulpix Level 24

3 Super Nerd $550
- Grimer Level 22
- Muk Level 22
- Grimer Level 22

4 Lass $345
- Nidoran♀ Level 23
- Nidoran♂ Level 23

5 Super Nerd $650
- Koffing Level 26

6 Lass $360
- Meowth Level 24
- Meowth Level 24
- Meowth Level 24

7 Lass $285
- Pidgey Level 20
- Rattata Level 20
- Nidoran♂ Level 20
- Nidoran♀ Level 20
- Meowth Level 19
- Pikachu Level 20
- Nidoran♂ Level 20

8 Gambler $1540
- Poliwag Level 22
- Poliwag Level 22
- Poliwhirl Level 22

9 Super Nerd $500
- Voltorb Level 20
- Koffing Level 20
- Voltorb Level 20
- Magnemite Level 20

#37 Vulpix



The many-tailed firefox Vulpix, like Growlithe, evolves into its final form with the aid of a Fire Stone. Vulpixes may not be as tough as Growlithes, but they are a bit quicker, and they learn their best skill (Fire Spin, the Fire version of Wrap) as soon as level 12. Use the Stone then and you'll have a tough and versatile, good-all-around Ninetales.

Route 8

Pidgey	38%	38%	30%
Pidgeotto	- %	- %	10%
Rattata	- %	- %	15%
Ekans	12%	- %	- %
Sandshrew	- %	12%	- %
Meowth	- %	38%	- %
Jigglypuff	- %	- %	10%
Mankey	38%	- %	- %
Growlithe	12%	- %	- %
Vulpix	- %	12%	- %
Abra	- %	- %	30%
Kadabra	- %	- %	5 %

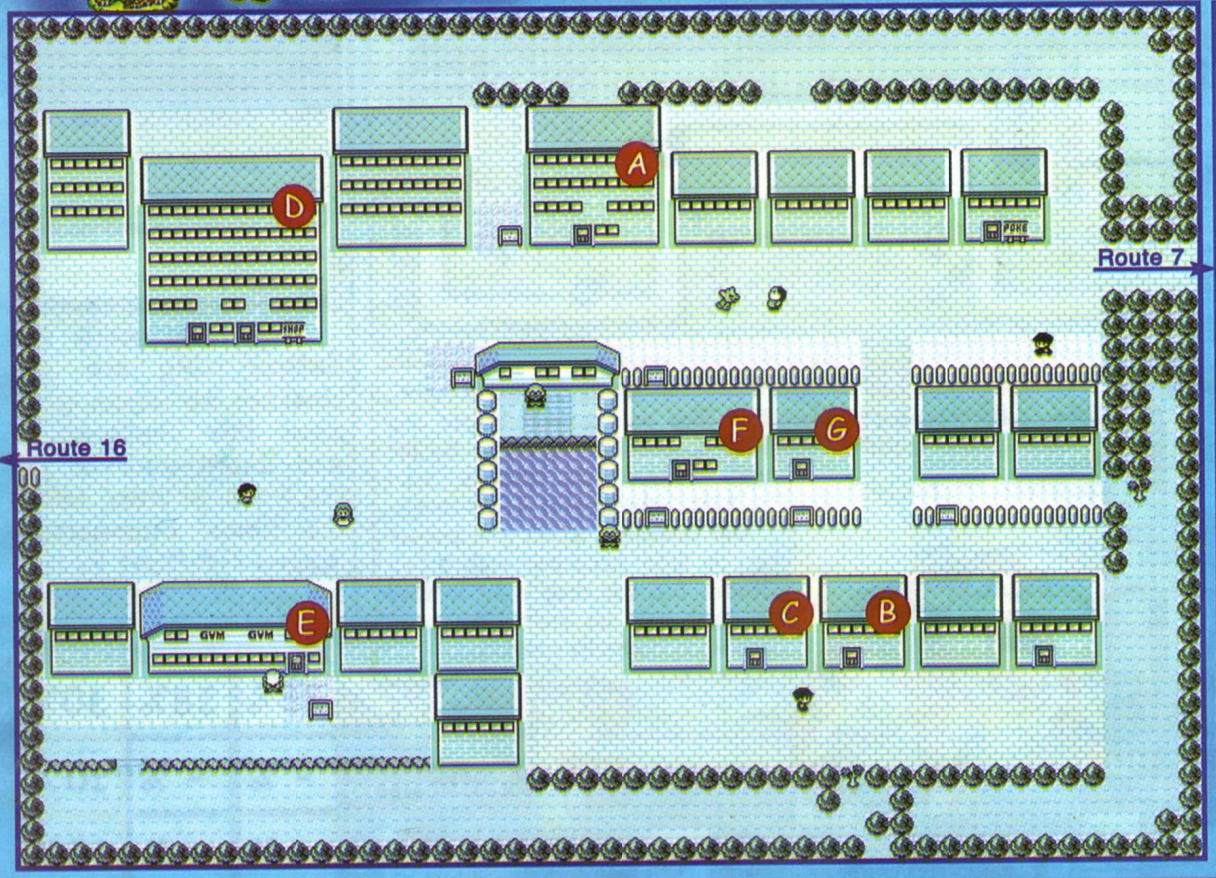
CELADON CITY



RED VERSION
Get at Celadon Mansion:
(#133) Eevee
Purchase at Casino:
(#137) Porygon

BLUE VERSION
Get at Celadon Mansion:
(#133) Eevee
Purchase at Casino:
(#137) Porygon

YELLOW VERSION
Get at Celadon Mansion:
(#133) Eevee
Purchase at Casino:
(#137) Porygon
(#37) Vulpix



They don't get any bigger than Celadon City. This Pokémon megalopolis is home to the massive Celadon Department Store where you can buy all sorts of enhancements for your Pokémon.

You'll also find the Gym (and a Rainbow Badge), and a Casino that's home to Team Rocket and their secret Pokémon trafficking operations... And in charge of it all is the shadowy figure of Giovanni, the man who's currently in possession of the Silph Scope you've been looking for.

Celadon Mansion

The Celadon Mansion's current tenants are none other than Game Freak, the team that brought us Pokémon! The team leader promises a reward if you bring him a completed Pokédex, but you can get your hands on something right now if you sneak in the back and up to the top floor: It's an Eevee, the only one in the game.

Since you can power it up with the Stones available in the Department Store, it should be a powerful addition to your roster.





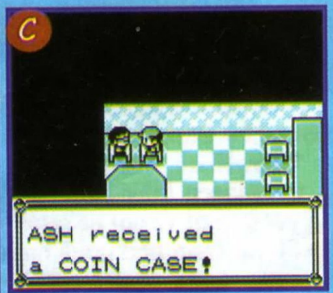
To get to Eevee, you need to come in through the back door.

Team Rocket Activity

Team Rocket's up to something, and as the twit in the warehouse points out, it surely has nothing to do with the hidden switch in the poster in the Game Center.



And as long as you're heading down to the Casino to confirm the non-existence of the switch, you might as well do some gambling. So get the Coin Case from the gambler in the Restaurant nearby (C).



D The Celadon Department Store

Second Floor (Left)	
GREAT BALL	600
SUPER POTION	700
REVIVE	1500
SUPER REPEL	500
ANTIDOTE	100
BURN HEAL	250
ICE HEAL	250
AWAKENING	200
PARLYZ HEAL	200

Second Floor (Right)	
TM 32	1000
TM 33	1000
TM 02	2000
TM 07	2000
TM 37	2000
TM 01	3000
TM 05	3000
TM 09	3000
TM 07	3000

This isn't just another lame Poké Mart. The Celadon Department Store sells all sorts of things that can't be purchased anywhere else!

The 2nd floor sells not just the usual staples, but a variety of Technical Machines as well. Some of the exciting ones are TM 07 (Horn Drill) which can be learned by any horned Pokémon (like Nidorans) and K.O.'s instantly if it hits (which it only does about 30% of the time); TM 37 (Egg Bomb) which can be used by only a very few Pokémon (Pidgey is the only one you could have at this point) but is a powerful regular attack; TM 01 and TM 05 are the very useful normal attacks Mega Punch and Mega Kick (the kick is more powerful, but less accurate), which you'll want for your Jifflypuffs, Clefairies, and anything else that lacks solid firepower; and TM 09 and TM 17 are Take Down (Normal) and Submission (Fighting), powerful attacks that do a portion of their damage back to the user.



Nothing's for sale on the 3rd floor, but the guy at the counter will give you a free TM 18, containing Fighting-type Counter, which deals damage to an opponent equal to double what they did to you.

Fourth Floor	
POKÉ DOLL	1000
FIRE STONE	2100
THUNDER STONE	2100
WATER STONE	2100
LEAF STONE	2100

The 4th floor sells the stones you'll need to power-up certain Pokémon. Grab a Thunder, Fire, or Water Stone for Eevee, and pick up a Poké Doll, which will come in handy in Saffron City.

Fifth Floor (Left)	
X ACCURACY	950
GUARD SPEC	700
DIRE HIT	650
X ATTACK	500
X DEFEND	550
X SPEED	350
X SPECIAL	350

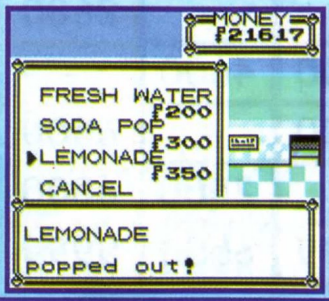
Fifth Floor (Right)	
HP UP	9800
PROTEIN	9800
IRON	9800
CARBOS	9800
CALCIUM	9800

The 5th floor sells ability-enhancers for battles, and a variety of expensive supplements.

Finally, there's the roof. Hit the vending machine and get one of each beverage to give to the little girl wandering around here.

Vending Machine	
WATER	200
SODA	300
LEMONADE	350

Give her the Water for TM 13 (Ice Beam), the Soda for TM 18 (Rock Slide) and the Lemonade for TM 19 (Tri Attack). Also buy an extra beverage for the border guards, and fill up your bag with Lemonade! Like the other beverages, these can be used to heal your Pokémon, and Lemonade is the best of the lot, healing 80 points, 30 more than Super Potions, but at half the cost! Stock up and save!





#133 Eevee



As Yellow players have learned from their many confrontations with their rival, Eevee, in her basic configuration, is a whole lot of nothing.

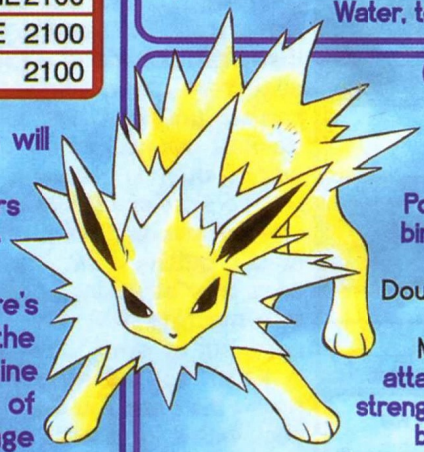
But the good news is that you can use a stone to power-up Eevee into something much more powerful right away. It won't really keep Eevee from learning any good skills, and you can make Eevee specialize in whatever Type your roster is lacking. Give it a lot of thought: This is the only Eevee you'll ever get.

#134 Vaporeon



The Water Stone turns Eevee into Vaporeon, the toughest of the Eevee-form on defense, but the weakest on offense. Water-type Pokémon aren't too valuable, but Vaporeon's techniques eventually run the gamut from Water, to Ice, to Poison.

#135 Jolteon



The Thunder Stone creates Jolteon, a speedy Pokémon that combines strong Electric techniques with Double Kick, a Fighting technique and Pin Missile, a great Bug attack. A nice mix of strengths, and easily the best of the Eevee-forms, especially if you're short on Electric Pokémon.

#136 Flareon



You might want to consider this Fire Stone creation if you're playing Yellow, since that version has a distressing shortage of Fire Pokémon. If you *are* playing Yellow, also note that your Eevee hybrid will learn techniques quicker than in Blue/Red, and only in Yellow does Flareon learn Smog.



Trainer Battle 4: ERIKA

Erika and her Junior Trainers make for one of the easiest Gyms to defeat, since Grass-type Pokémon have so many weaknesses. The weakness to Fire is something Red/Blue are in a better position to exploit, but everyone can take advantage of the fact that their own Grass-type Pokémon are basically invulnerable to enemy Grass-types. Of course, that goes both ways, so your Pokémon better know some non-Grass techniques to break the stalemate (such as Wrap, Cut, or Take Down) or you'll be in for some long matches.



1 Lass $345
Bellsprout Level 23
Weepinbell Level 23

2 Beauty $1680
Bellsprout Level 24
Bellsprout Level 24

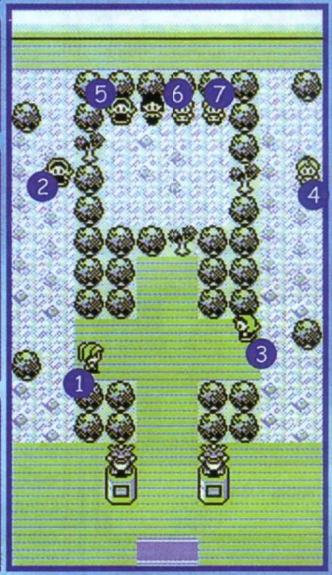
3 Beauty $1470
Oddish Level 21
Bellsprout Level 21
Oddish Level 21
Bellsprout Level 21

4 Jr. Trainer ♀ $480
Bulbasaur Level 24
Ivysaur Level 24

5 Beauty $1820
Exeggcute Level 26

6 Cooltrainer ♀ $840
Weepinbell Level 24
Gloom Level 24
Ivysaur Level 24

7 Lass $345
Oddish Level 23
Gloom Level 23



ERIKA 2871/3168
Victreebell Level 29
Tangela Level 24
Vileplume Level 29
Tangela Level 30
Weepinbell Level 32
Gloom Level 32

Another type that's strong against Grass is Psychic, and if you don't have any strong Psychic-types, you should take this opportunity to get them some experience before you end up relying on them in the Pokémon Tower.

Victory earns you the Rainbow Badge and TM 21, Mega Drain, a powerful Absorb-like technique that can be learned by all Grass-type Pokémon, and a small handful of others, including Zubat and Ekans.

#137 Porygon

Porygon, who can only be acquired through coin redemption, isn't the toughest Pokémon, but his trademark skill Conversion (which makes Porygon the same type as his opponent) has some interesting possibilities. He can learn a few decent attacks and use a variety of TM's.



Game Center



The Game Center offers some hard-to-find Pokémon (and one exclusive one), but at high prices. You need to exchange coins for them, and outside of a few hundred you can bum from other gamblers and find on the ground, you can only get them by buying them at the rate of 50 coins for $1,000, or winning them in the slots.

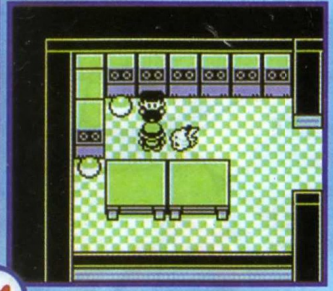
Slot Payoffs
7 7 7 x 300
BAR BAR BAR x 100
x 15
x 8



The slots are tricky. The machines do differ, but they go in streaks, changing frequently, so the only way to win is to spend all day putting a few coins into each machine, seeing which ones are "streaking," paying 70% of the time, and hold onto that machine 'til it runs out (you can usually get 500 or so coins out of 'em). Other machines retain poor odds (1 in 10 or so) but have frequent high-paying Bars and 7's. So if you get a Bar, stick with it for a while and a Triple-7 is probably ahead. You can redeem your coins nextdoor for TM's and some good Pokémon like Dratini, but they're hardly worth the amount of time you'd have to spend on the slots to get 'em. If you're trying to catch them all, just save up and buy the coins.

X Rocket $190
Raticate Level 20
Zubat Level 20

Team Rocket Hideout



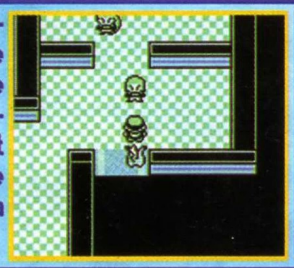
Take down the Rocket in front of the Poster and then flip the switch to reveal a secret staircase leading to Team Rocket's underground hideout.

You'll need the Lift Key to unlock the elevator to get to the right side of level B1, and you'll find it in the left side of B1 (via Route A), in the hands of the Rocket shown here. Then go back up to B2 to take the elevator.

Game Center Prizes

Abra	180	120	230
Clefairy	500	750	-
Nidorina	1200	-	-
Nidorino	-	1200	-
Vulpix	-	-	1000
Wigglytuff	-	-	2680
Dratini	2800	4600	-
Scyther	5500	-	6500
Pinsir	-	2500	6500
Porygon	9999	6500	9999

Once you have the elevator working, fight Rocket #9 to get out of the dungeon and heal before you fight the bosses. Things differ a bit on the bottom floor: Yellow players get a repeat visit from Jessie and James, while Blue/Red have to defeat two extra guards at the door.





1 Rocket $630
- Drowzee Level 21
- Machop Level 21

2 Rocket $630
- Raticate Level 21
- Raticate Level 21

3 Rocket $600
- Grimer Level 20
- Koffing Level 20
- Koffing Level 20

4 Rocket $570
- Rattata Level 19
- Raticate Level 19
- Raticate Level 19
- Rattata Level 19

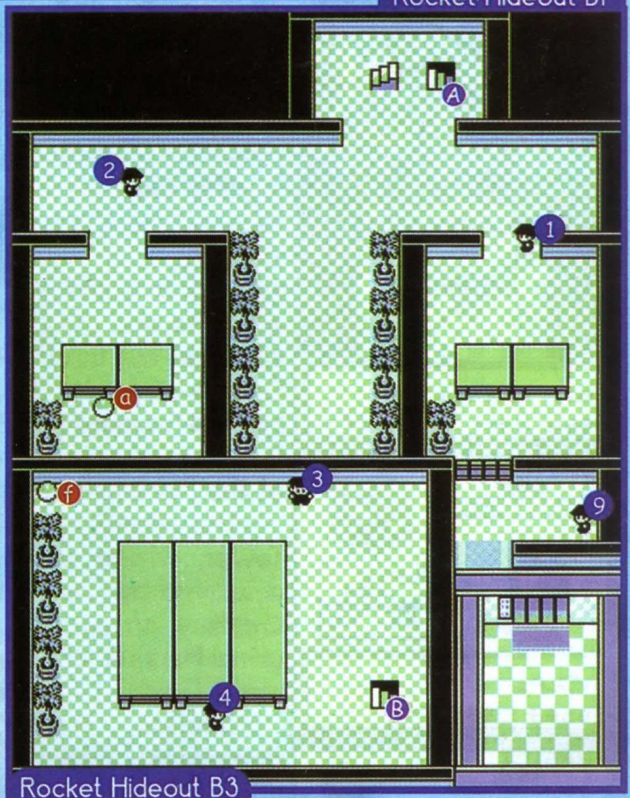
5 Rocket $510
- Zubat Level 17
- Koffing Level 17
- Grimer Level 17
- Zubat Level 17
- Raticate Level 17

6 Rocket $630
- Machop Level 21
- Machop Level 21

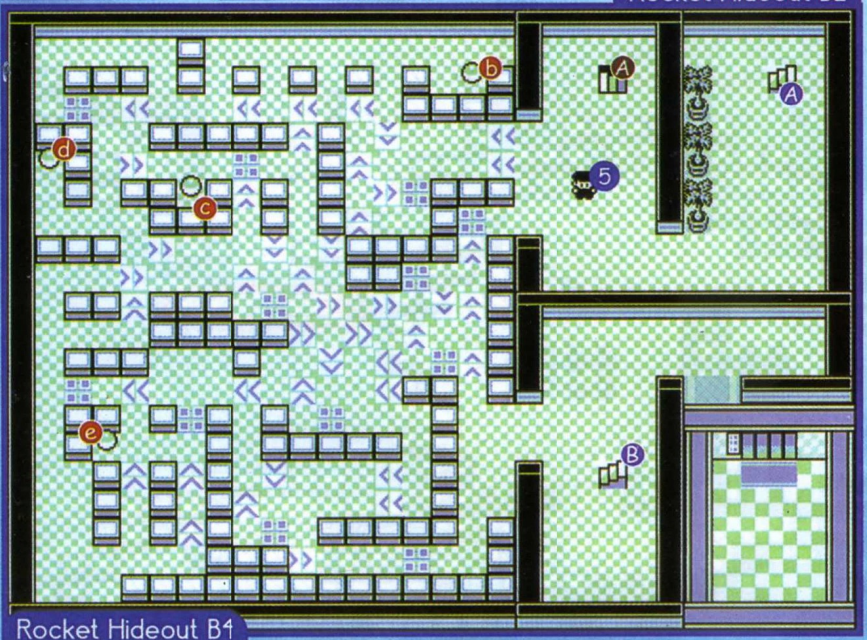
7 Rocket $600
- Rattata Level 20
- Raticate Level 20
- Drowzee Level 20

- a ESCAPE ROPE
- b NUGGET
- c TM 07
- d MOON STONE
- e SUPER POTION
- f HYPER POTION
- g TM 10
- h RARE CANDY
- i TM 02
- j LIFT KEY
- k HP UP
- l IRON
- m SILPH SCOPE

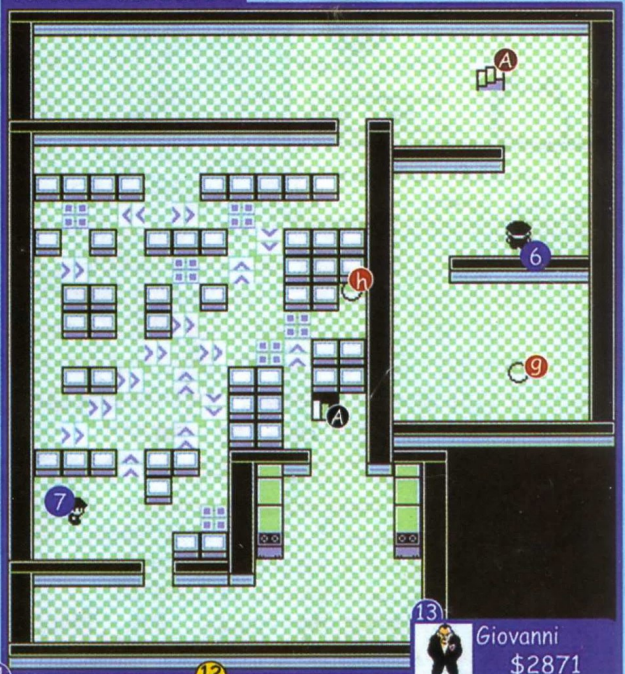
Rocket Hideout B1



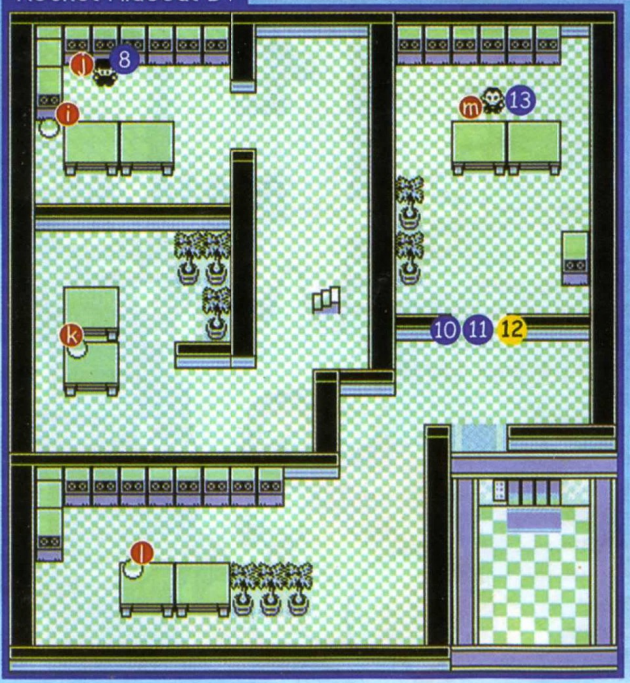
Rocket Hideout B2



Rocket Hideout B3



Rocket Hideout B4



8 Rocket $630
- Koffing Level 21
- Zubat Level 21

9 Rocket $660
- Grimer Level 22
- Koffing Level 22

10 Rocket $690
- Sandshrew Level 23
- Ekans Level 23
- Sandshrew Level 23

11 Rocket $690
- Ekans Level 23
- Sandshrew Level 23
- Arbok Level 23

12 Jessie+James $750
- Koffing Level 25
- Meowth Level 25
- Ekans Level 25

13 Giovanni $2871
- Onix Level 25
- Rhyhorn Level 24
- Kangaskhan Level 29
- Persian Level 29

Pokémon Tower



RED VERSION	BLUE VERSION	YELLOW VERSION
Catch (in Poké. Tower):	Catch (in Poké. Tower):	Catch (in Poké. Tower):
(#92) Gastly	(#92) Gastly	(#92) Gastly
(#104) Cubone	(#104) Cubone	(#104) Cubone



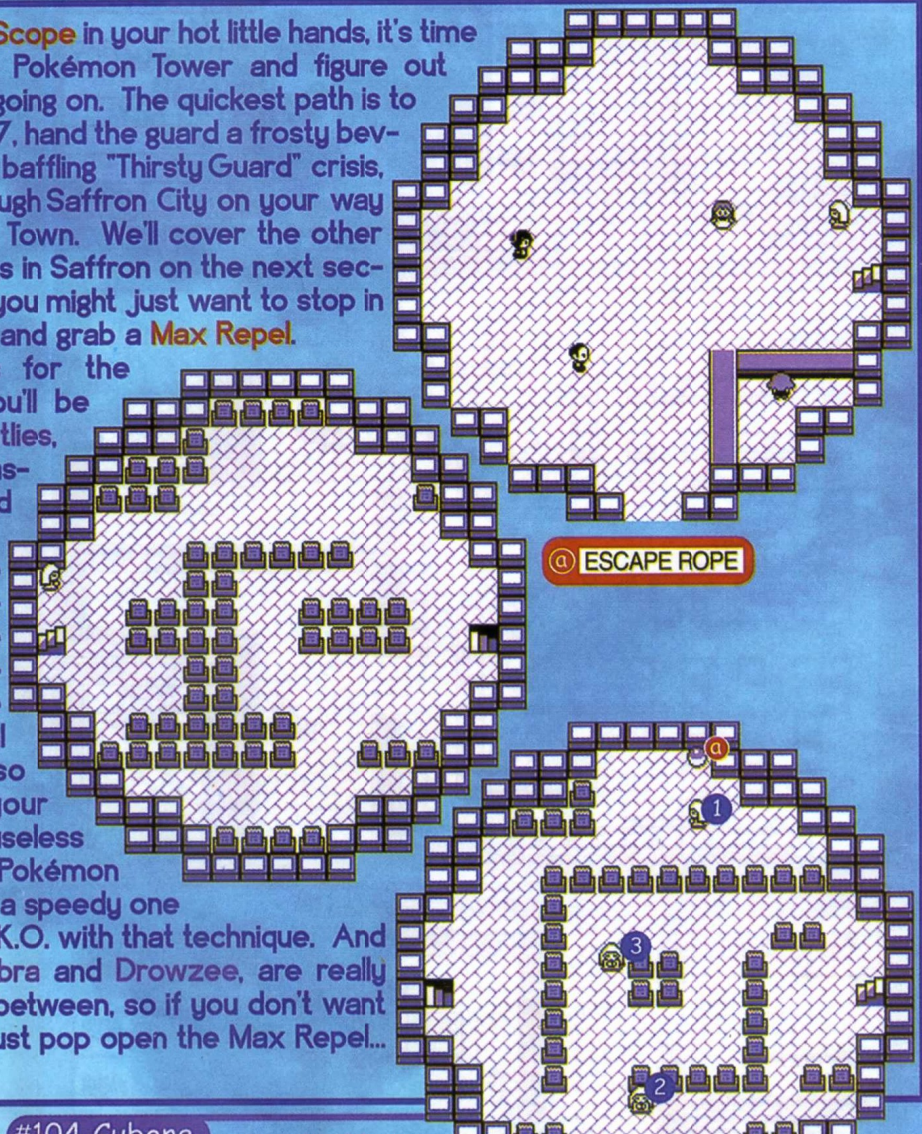




With the Silph Scope in your hot little hands, it's time to head back to Pokémon Tower and figure out what the heck is going on. The quickest path is to go back to Route 7, hand the guard a frosty beverage to end the baffling "Thirsty Guard" crisis, and then cut through Saffron City on your way East to Lavender Town. We'll cover the other bizarre happenings in Saffron on the next section, but for now you might just want to stop in at the Poké Mart and grab a Max Repel.

The Repel is for the Tower, where you'll be assaulted by Gastlies, Gastlies, an occassional Haunter, and more Gastlies.

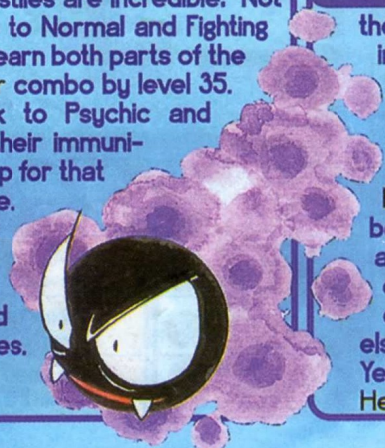
Ghosts are completely invulnerable to the two most common offensive skill types: Normal and Fighting, so many of your Pokémon will be useless here. But a few Pokémon rock: Anything that can use Dig, especially a speedy one like Diglett, can get pretty much an instant K.O. with that technique. And Pokémon with Psychic attacks, like Kadabra and Drowzee, are really powerful too. But those are few and far between, so if you don't want to deal with lots of random encounters, just pop open the Max Repel... *After* you catch a Gastly for yourself.



#92 Gastly

Gastlies are incredible! Not only are they immune to Normal and Fighting attacks, but they can learn both parts of the Hypnosis/Dream Eater combo by level 35.

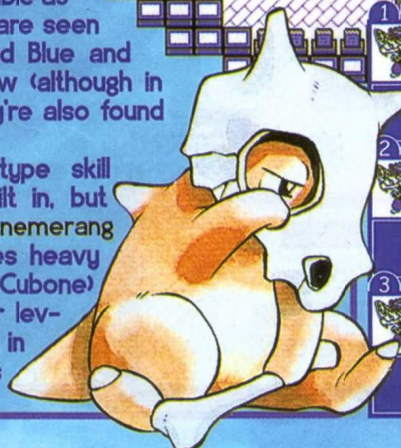
Ghosts are weak to Psychic and Ground attacks, but their immunities more than make up for that minor inconvenience. Built-in attack Night Shade does damage equal to Gastly's level regardless of type, and Lick (ick) Paralyzes foes.



#104 Cubone

As adorable as they are rare, Cubones are seen infrequently in Red and Blue and almost never in Yellow (although in that version only they're also found in the Safari Zone).

The decent Ground-type skill Bone Club comes built in, but better attacks like Bonemerang and Thrash (which does heavy damage, but Confuses Cubone) don't come until higher levels. Cubone is better in Yellow, since he learns Head Butt at level 18!





That block of white squares in the middle of the 5th floor is a healing spot, and the Channeler in front of it is not possessed, so you can get to it without confrontation. Make sure you heal and save while you have the opportunity, since there are a number of surprises ahead.

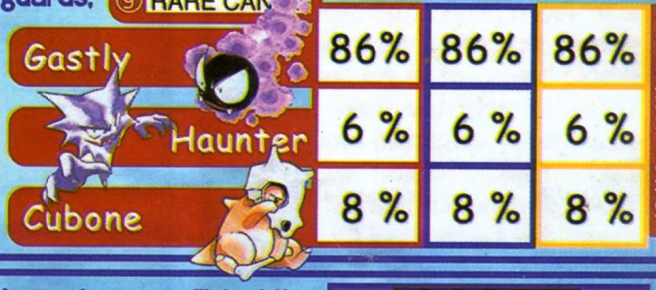
The first is at the stairway to the top floor, where the Ghost that you needed the Silph Scope for finally reveals itself as a level 30 Marowak. Make sure you have some strong, non-Psychic Pokémon for this fight!

More non-Gastly foes await on the top floor. Red/Blue players have to go through three Rocket guards, while Yellow players just have to deal with a single visit from Jessie and James, the pair of losers that's been trailing them all along.

4 Channeler $690 — Gastly Level 23, Gastly Level 23
5 Channeler $660 — Gastly Level 22
6 Channeler $720 — Gastly Level 24
7 Channeler $660 — Gastly Level 22
8 Channeler $720 — Gastly Level 24
9 Channeler $660 — Haunter Level 22
10 Channeler $690 — Haunter Level 23
11 Channeler $660 — Gastly Level 22, Gastly Level 22, Gastly Level 22
12 Channeler $720 — Gastly Level 24
13 Channeler $720 — Gastly Level 24
14 Ghost $- — Marowak Level 30

ⓑ AWAKENING
ⓒ HP UP
ⓓ ELIXER
ⓔ NUGGET
ⓕ X ACCURACY
ⓖ RARE CANDY





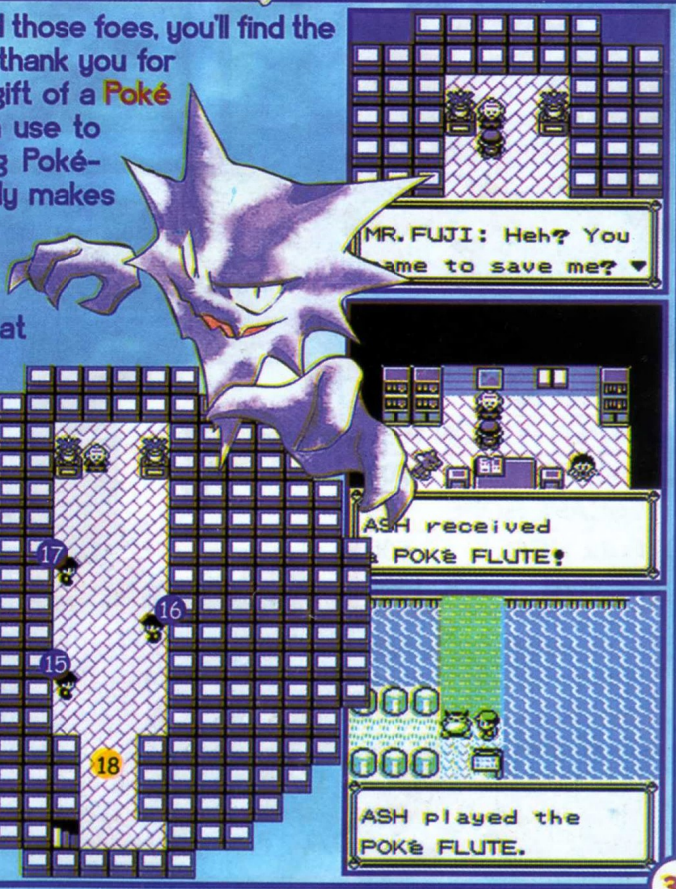
Pokémon Tower



After you've bested those foes, you'll find the missing Mr. Fuji. He'll thank you for your efforts with a gift of a Poké Flute, which you can use to awaken any sleeping Pokémon, and which finally makes the Rest skill useful.

You can also use it to wake up that sleeping Snorlax that was blocking passage between Route 11 outside of Vermilion City and Route 12 south of Lavender City.

But first, let's pay a visit to Saffron City.



15 Rocket $750 — Zubat Level 25, Zubat Level 25, Golbat Level 25
16 Rocket $780 — Koffing Level 26, Drowzee Level 26
17 Rocket $690 — Zubat Level 23, Rattata Level 23, Raticate Level 23, Zubat Level 23
18 Jessie+James $810 — Meowth Level 27, Arbok Level 27, Weezing Level 27

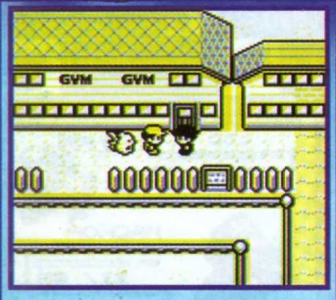


SAFFRON CITY

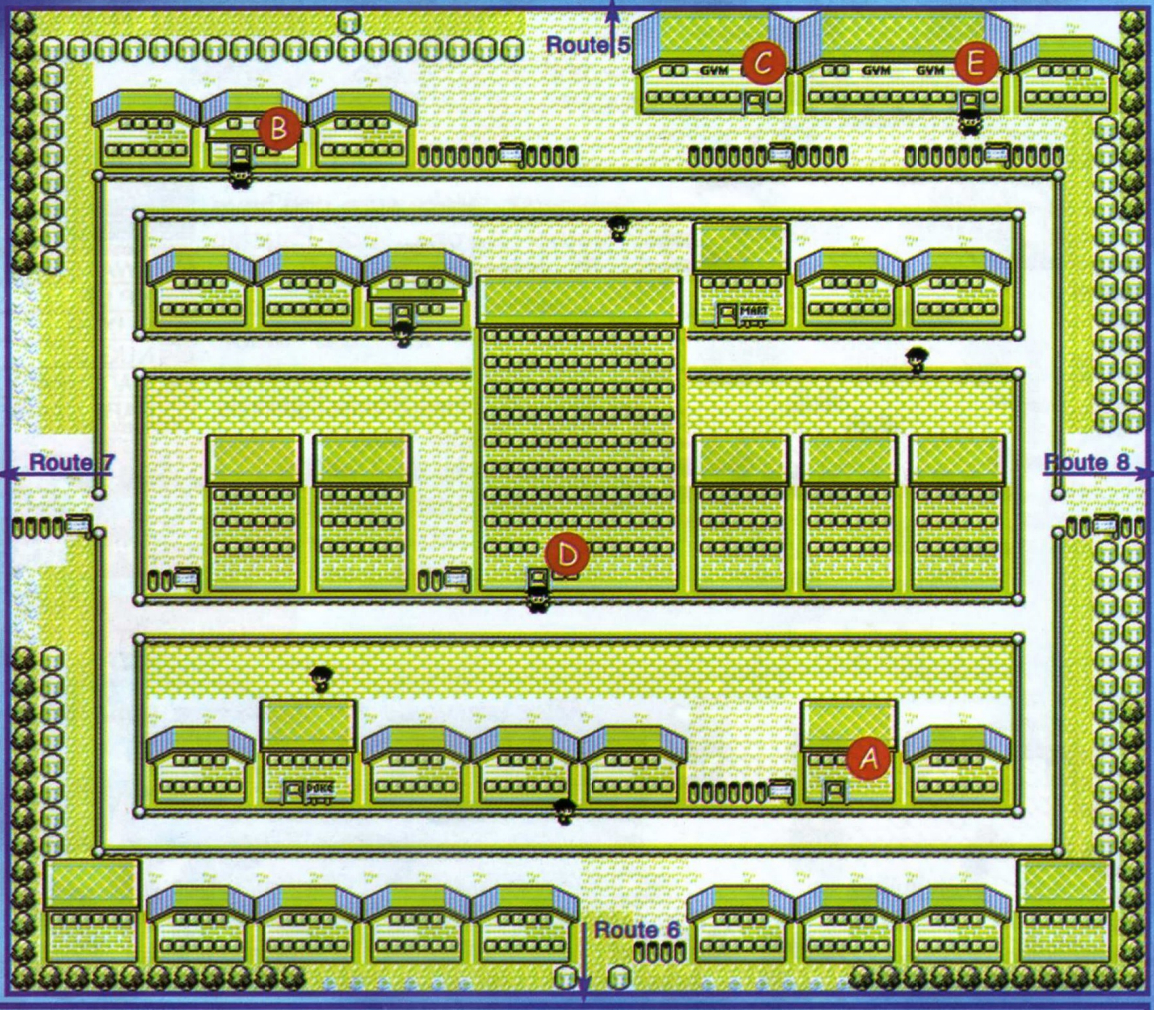
RED VERSION
Win in Fighting Dojo:
(#106) Hitmonlee
-or-
(#107) Hitmonchan

BLUE VERSION
Win in Fighting Dojo:
(#106) Hitmonlee
-or-
(#107) Hitmonchan

YELLOW VERSION
Win in Fighting Dojo:
(#106) Hitmonlee
-or-
(#107) Hitmonchan



Fans of the TV show are probably beginning to notice that the ruthless Team Rocket of the game doesn't have a whole heck of a lot in common with the bumbling idiots depicted on TV. Their mission of world dominance has led them to Saffron City, headquarters of the Silph Company. Team Rocket has basically occupied the entire city, sending respectable citizens running while they force the staff of Silph Co. to make advanced weaponry for their nefarious purposes.



Poké Mart	
GREAT BALL	600
HYPER POTION	1500
MAX REPEL	700
ESCAPE ROPE	550
FULL HEAL	600
REVIVE	1500



Saffron's a pretty dull place for a city its size. Outside of the Poké Center and the PokéMart, there are only two buildings you can enter at this time. One is the Fighting Dojo (covered on the next page), and the other is Mr. Psychic's house, at Point A. Enter and he will give you your heart's desire—as long as your heart's desire is TM 29, Psychic. And it might well be, since Psychic does a lot of damage, almost always hits, and has a 30% chance of temporarily lowering its target's "Special" statistic.

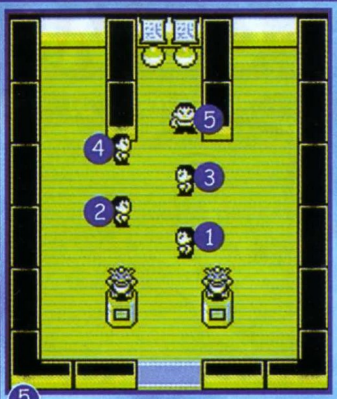
Once you've driven the Rockets away by reclaiming the Silph Company building (next section), you can enter House B. Give the girl in the second floor a Poké Doll, and she'll pay you back with TM 31, Mimic. This skill automatically repeats the last attack done to you by your opponent. Not always useful, but at least virtually any Pokémon can learn it.

Before you head in to the Silph Building, visit the PokéMart and stock up on Full Heals. These nifty items heal any unwanted conditions, so you can free up any inventory space you're wasting on Antidotes, Paralyze Heals, and that sort of thing.



C The Fighting Dojo

You won't get a badge for taking down this optional Gym, but you will get something just as good: One of two Pokémon that can be found nowhere else in the game. Beside, beating this Gym is a cinch. The Pokémon used by the Blackbelts may be powerful, but all rely on the same Fighting and Normal style attacks. That means a single Ghost-type enemy can take down *everything* without being hit (Hitmonchan does one have seldom used Fire-type technique, but that's all you have to fear). When you've bested the Karate Master, he'll offer you your pick of his pets.



1 Blackbelt $775
- Machop Level 31
- Mankey Level 31
- Primeape Level 31

2 Blackbelt $800
- Machop Level 32
- Machoke Level 32

3 Blackbelt $900
- Primeape Level 36

4 Blackbelt $775
- Mankey Level 31
- Mankey Level 31
- Primeape Level 31

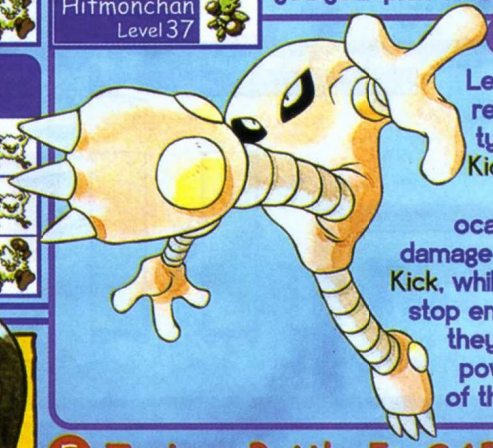
5 Karate Master $925
- Hitmonlee Level 37
- Hitmonchan Level 37





Although Hitmonlee is completely unable to deal with threats like this low-level Haunter, he's still among the best Pokémon. Chan is versatile, but that's about it.

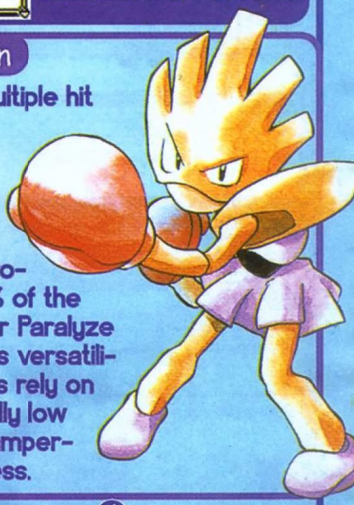
#106 Hitmonlee



Lee has an impressive repertoire of Fighting-type kicks. The Jump Kicks do solid damage (although misses ocassionally backfire to damage him), and the Rolling Kick, while not as strong, can stop enemy attacks before they begin. Speedy and powerful, he's the best of the Fighting Pokémon.

#107 Hitmonchan

In addition to the multiple hit Comet Punch, Hitmonchan learns Fire, Ice, and Thunder Punch skills, which do damage of the appropriate type and, 10% of the time, Burn, Freeze or Paralyze your foes. While this versatility is nice, these skills rely on Hitmonchan's dismallly low Special, seriously hampering their effectiveness.





E Trainer Battle 5: SABRINA



You can't get into Sabrina's Gym until you've saved the Silph Co. President, as covered on the next page. Only then will the Rocket blocking the door go away, and you can enter Sabrina's maze of teleport squares.

The quickest way is to take them in this order: A-B-F-I-M. If you hug the bottom wall as you go from square to square, you can easily avoid all of the Junior Trainers, if you so chose.

Psychic Pokémon are too defensive to pose much of a threat, but some, especially the Alakazam at the end of Sabrina's roster, can be a serious pain. Bug Pokémon are strong here, but it's better just to use your strongest Pokémon to dish out the damage before the enemy defenses can kick in.

SABRINA $4257/4950
- Kadabra Level 38
- Mr. Mime Level 37
- Venomoth Level 38
- Alakazam Level 43
- Abra Level 50
- Kadabra Level 50
- Alakazam Level 50

1 Psychic $380
- Slowbro Level 38

2 Channeler $1140
- Haunter Level 38

3 Channeler $990
- Gastly Level 33
- Gastly Level 33
- Haunter Level 33

4 Channeler $1020
- Gastly Level 34
- Haunter Level 34

5 Psychic $310
- Kadabra Level 31
- Slowpoke Level 31
- Mr. Mime Level 31
- Kadabra Level 31

6 Psychic $340
- Mr. Mime Level 34
- Kadabra Level 34

7 Psychic $330
- Slowpoke Level 33
- Slowpoke Level 33
- Slowpoke Level 33





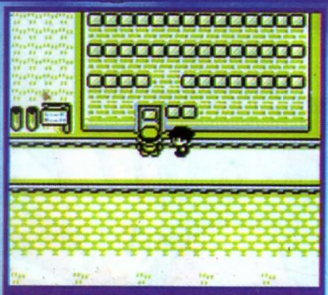
Alakazam can heal himself forever, so you'll need to be tricky: Put him to sleep, then switch to your strongest fighter for a quick kill.



SILPH COMPANY



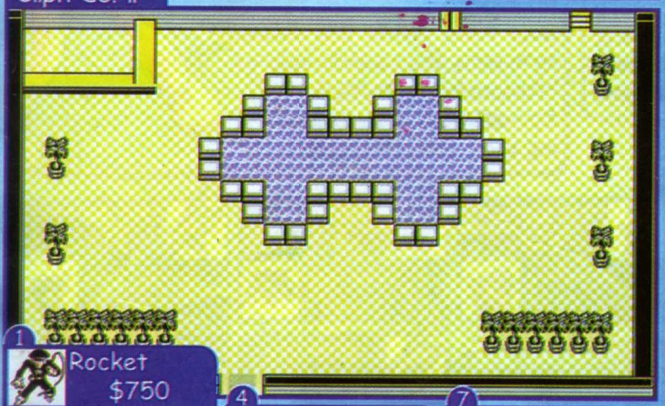
RED VERSION	BLUE VERSION	YELLOW VERSION
Get From Silph Worker:	Get From Silph Worker:	Get From Silph Worker:
(=13) Lapras	(=13) Lapras	(=13) Lapras



Note that this guard won't stand aside to let you in until you've cleared Pokemon Tower.

This 11-level dungeon, with 31 trainer battles, only seems difficult. If you know where to go, you can make it to the top and save the President quickly and easily. Then, after scaring Team Rocket away, you can get the items without opposition.

Silph Co. 1F



1 Rocket $750
- Golbat Level 25
- Zubat Level 25
- Zubat Level 25
- Raticate Level 25
- Zubat Level 25

2 Rocket $870
- Cubone Level 29
- Zubat Level 29

3 Scientist $1400
- Magnemite Level 28
- Voltorb Level 28
- Magneton Level 28

4 Scientist $1300
- Grimer Level 26
- Weezing Level 26
- Koffing Level 26
- Weezing Level 26

5 Rocket $840
- Raticate Level 28
- Hypno Level 28
- Raticate Level 28

6 Scientist $1450
- Electrode Level 29
- Weezing Level 29

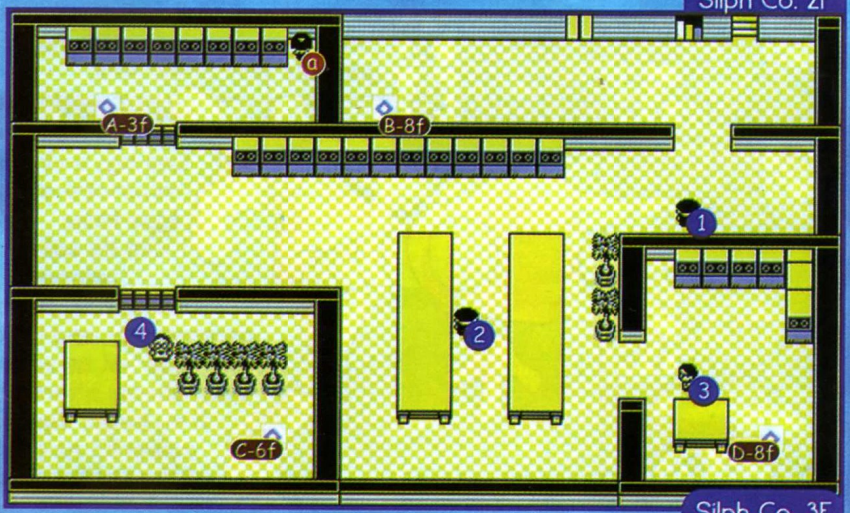
7 Rocket $840
- Ekans Level 28
- Zubat Level 28
- Cubone Level 28

8 Rocket $870
- Machop Level 29
- Drowzee Level 29

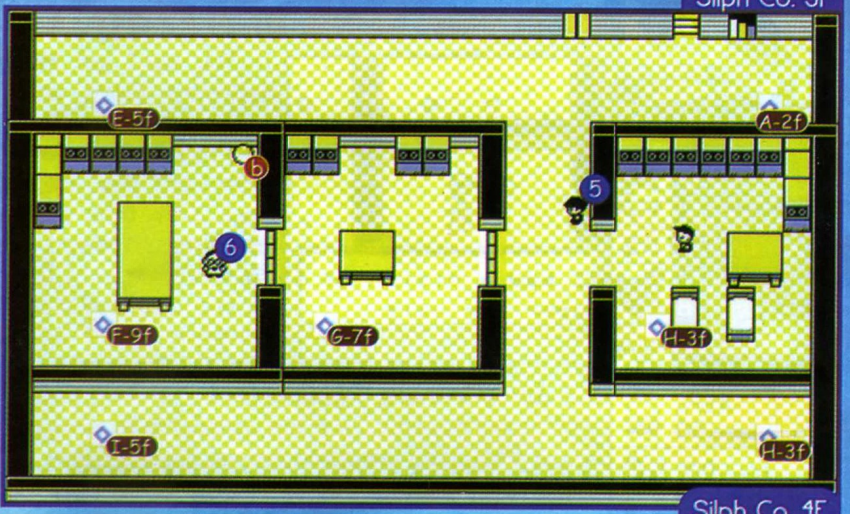
9 Scientist $1650
- Electrode Level 33

- (a) TM 36
- (b) HYPER POTION
- (c) FULL HEAL
- (d) MAX REVIVE
- (e) ESCAPE ROPE

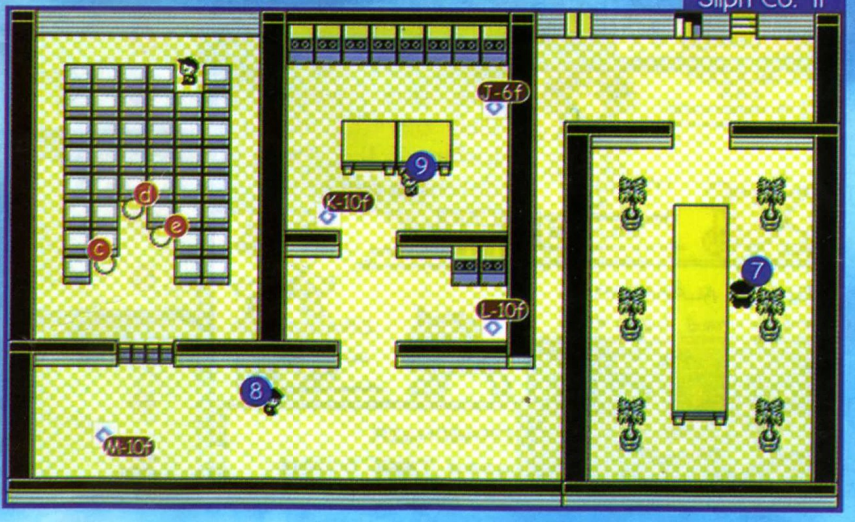
Silph Co. 2F



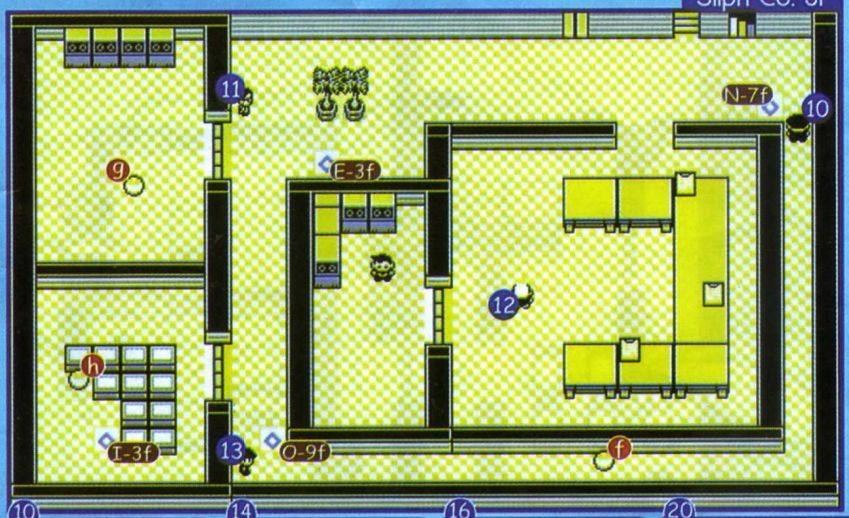
Silph Co. 3F



Silph Co. 4F

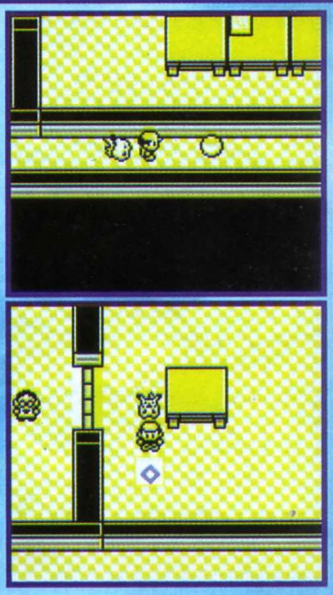


Silph Co. 5F



Don't be confused by all the teleporters: The elevator will take you to any floor you want, and you only need to use one series of teleporters to get to the right part of 11F.

First, go to level 5 and get item f, the **Card Key**. With that, you can open any of the locked doors. Then head down to level 3, unlock the door in front of the teleporter marked G, and take that to the 7th floor, where Gary awaits.



10 Rocket $990
- Hypno Level 33

11 Scientist $1450
- Magneton Level 26
- Koffing Level 26
- Weezing Level 26
- Magnemite Level 26

12 Juggler $1015
- Kadabra Level 29
- Mr. Mime Level 29

13 Scientist $990
- Arbok Level 33

14 Rocket $870
- Machop Level 29
- Machoke Level 29

15 Scientist $1250
- Voltorb Level 25
- Koffing Level 25
- Magneton Level 25
- Magnemite Level 25
- Koffing Level 25

16 Rocket $840
- Zubat Level 28
- Zubat Level 28
- Golbat Level 28

17 Rocket $870
- Cubone Level 29
- Cubone Level 29

18 Rocket $780
- Raticate Level 26
- Arbok Level 26
- Koffing Level 26
- Golbat Level 26

19 Rocket $870
- Sandshrew Level 29
- Sandslash Level 29

20 Scientist $1450
- Electrode Level 29
- Muk Level 29

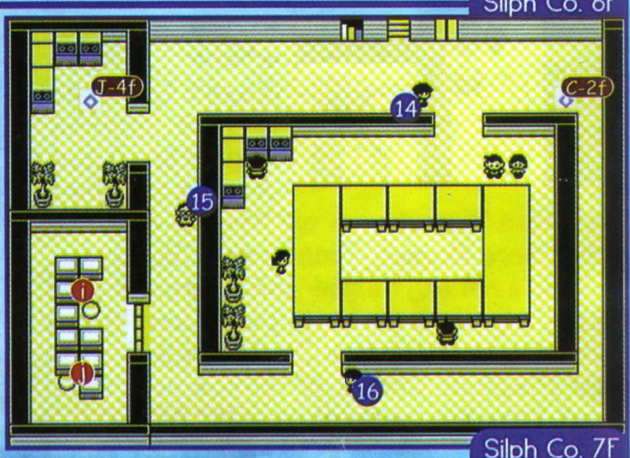
21 Rocket $840
- Weezing Level 28
- Golbat Level 28
- Koffing Level 28

22 Rocket $780
- Raticate Level 26
- Zubat Level 26
- Golbat Level 26
- Rattata Level 26

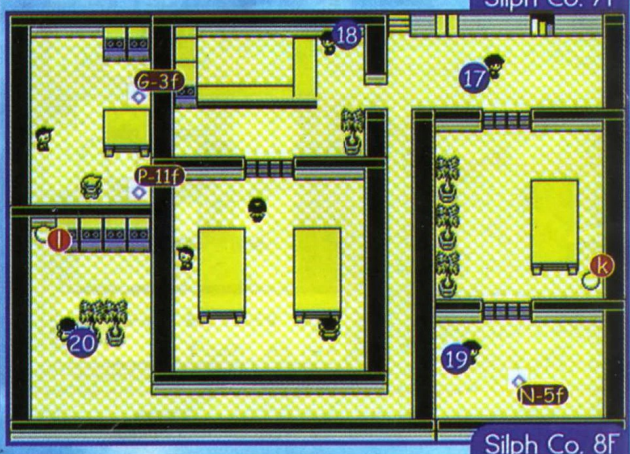
23 Scientist $1450
- Grimer Level 29
- Electrode Level 29

f	CARD KEY
g	PROTEIN
h	TM 09
i	HP UP
j	X ACCURACY
k	TM03
l	CALCIUM

Silph Co. 6F



Silph Co. 7F



Silph Co. 8F





Even if you can best the Rocket members and Scientists here, you'll still be in for a tough fight with Gary. Bring a wide variety of Pokémon types to exploit his party's weaknesses!



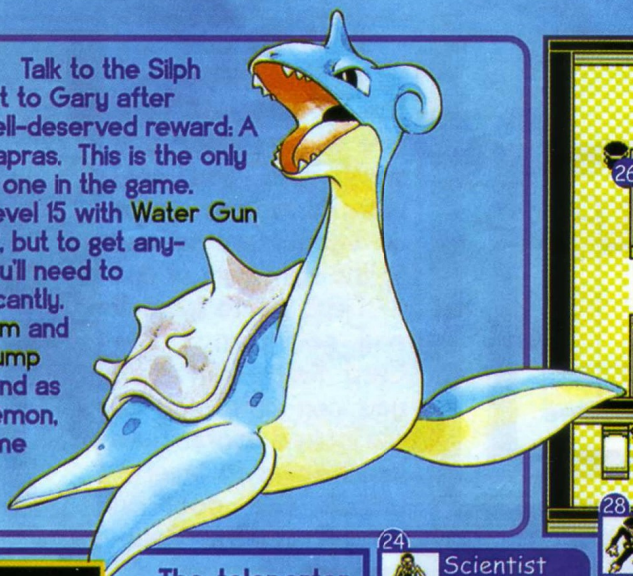
Rival Battle #6

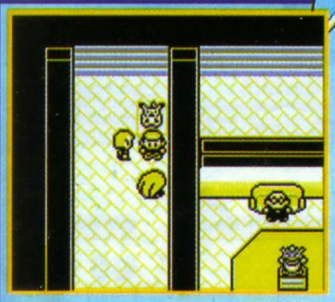
Pidgeot Level 37	Sandslash Level 38
Growlithe Level 37	Ninetales Level 35
Exeggcute Level 35	Cloyster Level 37
Alakazam Level 35	Kadabra Level 35
Blastoise, Venusaur, or Charizard Level 40	Vaporeon, Jolteon, or Flareon Level 40

#131 Lapras

Talk to the Silph Co. employee next to Gary after your fight for a well-deserved reward: A Water/Ice-type Lapras. This is the only place you can get one in the game.

He comes at level 15 with Water Gun and a bunch of HP, but to get anything else good you'll need to level him up significantly. Level 38's Ice Beam and level 46's Hydro Pump are fairly strong, and as your first Ice Pokémon, he should fill in some holes in your offensive line-up.





The teleporter right past Gary (P) takes you directly to the 11th floor, where Yellow players will have a skirmish with the laughably weak Jessie and James, and Red/Blue players will have to deal with one more Rocket. Then there's Giovanni...

He's not any tougher than Gary, but you'll definitely need to be in peak condition to stand a chance. Use Dig to warp back to the Pokémon Center, or retrace your steps and take the elevator up to level 9, where the girl will heal you. Once you've sent Giovanni running, the President will give you the incredible Master Ball (which you should save for Mewtwo), and you can collect the items in the now Rocket-free lower floors.

- (m) CARBOS
- (n) RARE CANDY
- (o) TM 26
- (p) MASTER BALL





24 Scientist $1400
- Voltorb Level 28
- Koffing Level 28
- Magneton Level 28

25 Rocket $840
- Golbat Level 28
- Drowzee Level 28
- Hypno Level 28

26 Rocket $1400
- Drowzee Level 28
- Grimer Level 28
- Machop Level 28

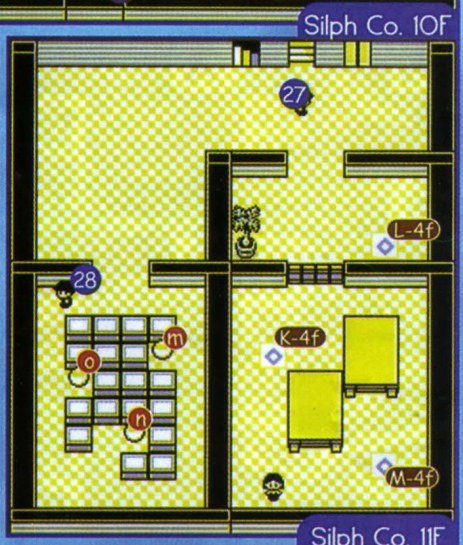
27 Scientist $1450
- Magnemite Level 29
- Koffing Level 29

28 Rocket $1450
- Machoke Level 33

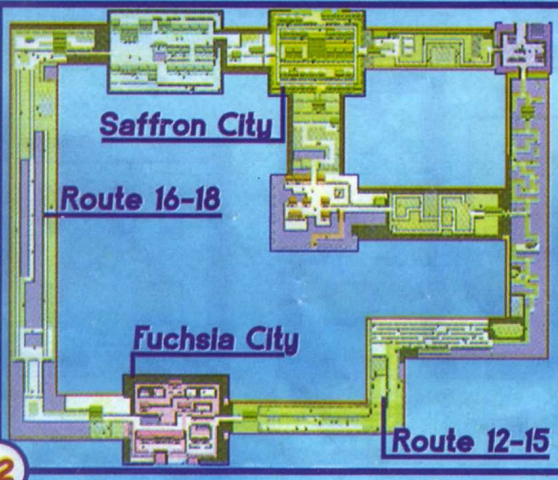
29 Jessie+James $930
- Weezing Level 31
- Arbok Level 31
- Meowth Level 31

30 Rocket $960
- Cubone Level 32
- Drowzee Level 32
- Marowak Level 32

31 Giovanni $4059
- Nidorino Level 37
- Kangaskhan Level 35
- Persian Level 35
- Rhyhorn Level 37
- Nidoqueen Level 41







All Roads Lead to Fuchsia City

Our next destination is Fuchsia City, where you can finally get HM 03 (Surf) and HM 04 (Strength), the last items needed on your quest. There are two major routes you can take: Route 12-15, which is South of Lavender, and Route 16-18, West of Celadon City. The latter path is quicker (and you can pick up HM 02, Fly, on the way), so we'll cover that first. But you'll need to take Route 12 (page 50) to get the Super Rod at some point.



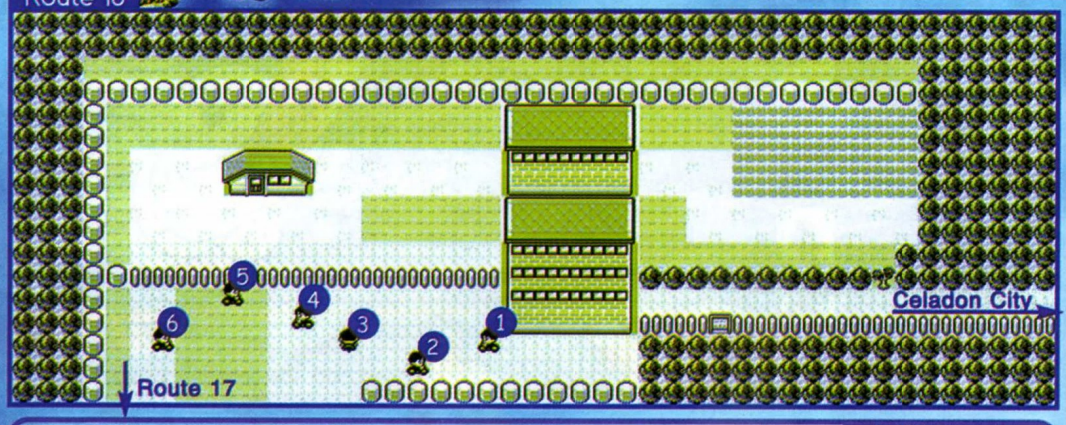


ROUTES #16-18



RED VERSION	BLUE VERSION	YELLOW VERSION
Catch (in Route 16):	Catch (in Route 16):	Catch (in Route 16):
(#113) Snorlax	(#113) Snorlax	(#113) Snorlax
(#84) Doduo	(#84) Doduo	(#84) Doduo
Trade a Slowbro for:	Trade a Slowbro for:	Catch (in Route 17):
(#108) Lickitung	(#108) Lickitung	(#77) Ponyta

Route 16



1 Biker $580
Grimer Level 29
Koffing Level 29

2 Cue Ball $700
Machop Level 28
Mankey Level 28
Machop Level 28

3 Cue Ball $725
Mankey Level 29
Machop Level 29

4 Biker $660
Weezing Level 33

5 Cue Ball $825
Machop Level 33

6 Biker $520
Grimer Level 26
Grimer Level 26
Grimer Level 26
Grimer Level 26



#143 Snorlax

You won't get far in Route 16 without defeating the giant, sleeping Snorlax blocking your path. To wake him up, use your flute, and then defend yourself against his grumpy level 30 Snorlax rage.

There's only one more Snorlax in the game (at Route 12), so capture him now! He'll learn some okay attacks at level 35 and beyond, but for now he's mainly defensive. He has a ton of hit points, comes with Rest, and wakes from it quickly.







Before you head past the guardpost, dig your Cut-trained Pokémon out of the computer in Celadon City and use him to snip away the tree blocking the northern part of Route 16. It's here that you'll find the patch of wild grass that is your first chance to catch a Doduo, as well as a secret house containing HM 02, Fly. Use this to teleport to any city you've visited, or for a two-turn Flying-type attack that is similar to Dig.



Flight in action: Just move your Pokémon to the city you want.

#84 Doduo

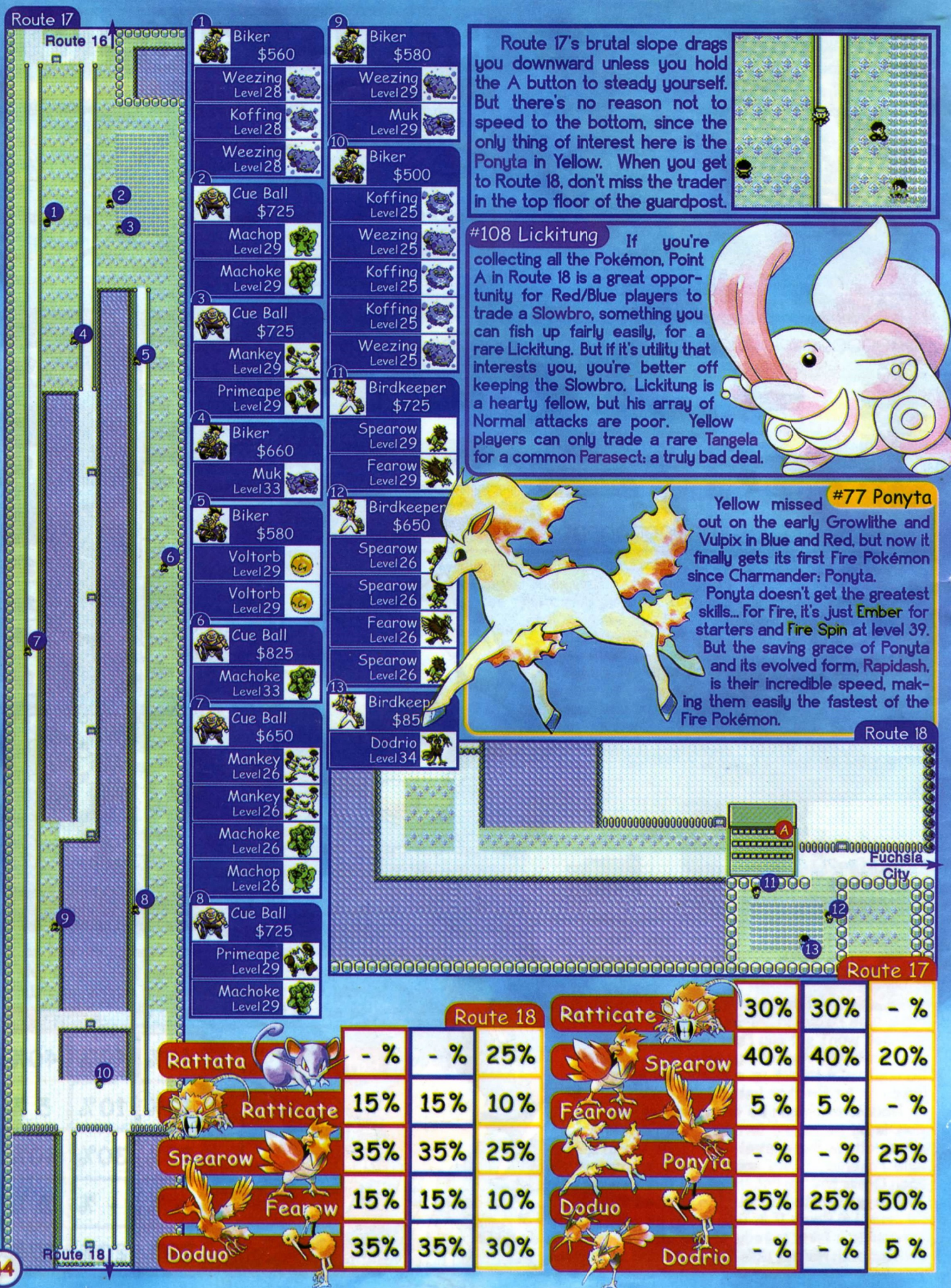
The problem with Fly is that it requires a Flying-type Pokémon. And while Fly is itself a very useful skill, you won't get any Flyer worth adding to your party (like Aerodactyl) for a little while. So you'll want to pick up a disposable flying Pokémon for the time being... Like Doduo!

Doduo, which can be caught in any version, is by no means terrible. Drill Peck is a strong attack that's great against the many Fighting-type Pokémon in this area (as well as more seldom seen Grass and Bug Pokémon), but there's not a whole lot else to get excited about. The evolved form, Dodrio, which can be caught in Route 17 in Yellow only (or raised at level 31 in any version) is a fairly speedy, strong attacker that can do good damage with Normal skills like Tri Attack.



Route 16

Rattata	40%	40%	40%
Ratticate	10%	10%	5 %
Spearow	30%	30%	30%
Fearow	- %	- %	5 %
Doduo	20%	20%	20%



Route 17's brutal slope drags you downward unless you hold the A button to steady yourself. But there's no reason not to speed to the bottom, since the only thing of interest here is the Ponyta in Yellow. When you get to Route 18, don't miss the trader in the top floor of the guardpost.

#108 Lickitung

If you're collecting all the Pokémon, Point A in Route 18 is a great opportunity for Red/Blue players to trade a Slowbro, something you can fish up fairly easily, for a rare Lickitung. But if it's utility that interests you, you're better off keeping the Slowbro. Lickitung is a hearty fellow, but his array of Normal attacks are poor. Yellow players can only trade a rare Tangela for a common Parasect: a truly bad deal.

#77 Ponyta

Yellow missed out on the early Growlithe and Vulpix in Blue and Red, but now it finally gets its first Fire Pokémon since Charmander: Ponyta.

Ponyta doesn't get the greatest skills... For Fire, it's just Ember for starters and Fire Spin at level 39. But the saving grace of Ponyta and its evolved form, Rapidash, is their incredible speed, making them easily the fastest of the Fire Pokémon.

Fuchsia City



RED VERSION	BLUE VERSION	YELLOW VERSION
-Nothing in this area-	-Nothing in this area-	-Nothing in this area-





C Trainer Battle 6: KOGA

The invisible walls in Koga's Gym are annoying, so we've filled them in for you on the map below. Fortunately, Koga himself is a snap compared to the difficulty in reaching him.

Poison Pokémon are good here, since they can't be affected by Poison themselves. Ground is always strong against Poison, and Psychic is great in Blue and Red, but not as good in Yellow, where the half-Bug Venonats will give them problems. Yellow players should use Fire.

A lot of the Junior Trainers are packing Psychic Pokémon, so bring a Bug-type (Parasect is good) or strong, speedy fighters to finish them quickly.

Victory earns you the Soul Badge and TM 06, containing Toxic, the one useful Poison skill.

1 Juggler $1190
- Drowzee Level 34
- Kadabra Level 34

2 Juggler $1330
- Hypno Level 38

3 Juggler $1085
- Drowzee Level 31
- Kadabra Level 31
- Drowzee Level 31
- Drowzee Level 31

4 Tamer $1320
- Arbok Level 33
- Sandslash Level 33
- Arbok Level 33

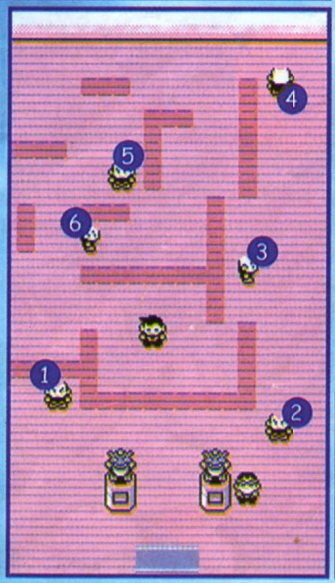
5 Tamer $1360
- Sandslash Level 34
- Arbok Level 34

6 Juggler $1190
- Drowzee Level 34
- Hypno Level 34

One of Koga's many strategic gaffes is having his final Pokémon self destruct to kill your attacker. This helps you a lot more than it does him, if you have at least one other conscious Pokémon.



KOGA $4257/4950
- Koffing Level 37
- Muk Level 39
- Koffing Level 37
- Weezing Level 43
- Venonat Level 44
- Venonat Level 46
- Venonat Level 48
- Venomoth Level 50



The Sights of Fuchsia City

Fuchsia City is a quiet place, famous only for the Safari Zone (covered next section) and Koga's Gym.

You can get the Good Rod here, although that's pointless if you took Route 12 and already got the Super Rod, which lets you fish for higher level Pokémon. You can fish in the pond behind his house, too. See p. 53 for the details.

Next door is the Safari Zone Warden, who has lost his teeth in the Safari Zone. Find them and he'll reward you hansomely.

Poké Mart	
ULTRA BALL	1200
GREAT BALL	600
SUPER POTION	700
HYPER POTION	1500
REVIVE	1500
FULL HEAL	600
SUPER REPEL	500

A



B



SAFARI ZONE

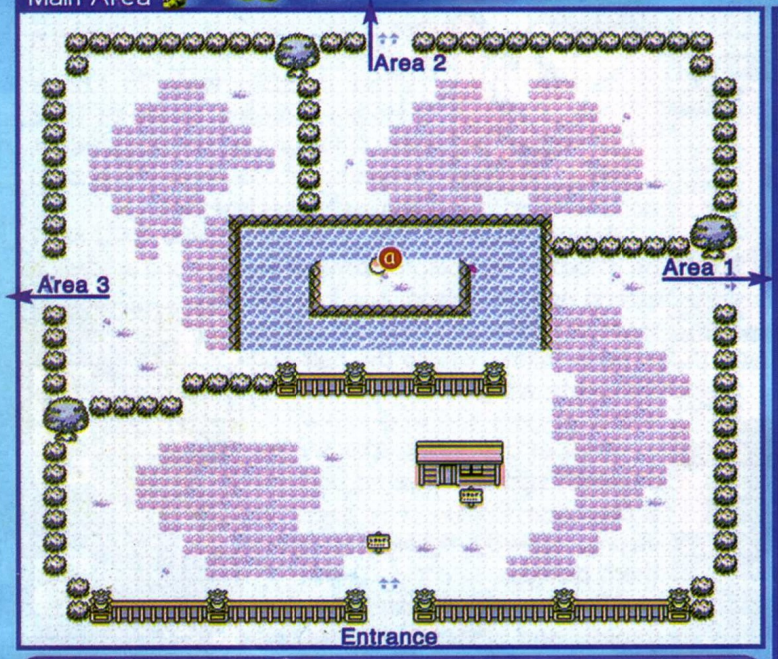


RED VERSION
Catch/Fish (Safari Zone):
(=102) Exeggcute
(=111) Rhyhorn
(=113) Chansey
(=123) Scyther
(=115) Kangaskhan
(=128) Tauros
(=147) Dratini
(=54) Psyduck
(=79) Slowpoke

BLUE VERSION
Catch/Fish (Safari Zone):
(=102) Exeggcute
(=111) Rhyhorn
(=113) Chansey
(=127) Pinsir
(=115) Kangaskhan
(=128) Tauros
(=147) Dratini
(=54) Psyduck
(=79) Slowpoke

YELLOW VERSION
Catch/Fish (Safari Zone):
(=102) Exeggcute
(=111) Rhyhorn
(=113) Chansey
(=123) Scyther
(=127) Pinsir
(=115) Kangaskhan
(=128) Tauros
(=111) Tangela
(=147) Dratini

Main Area



Catching Safari Pokémon

The nice thing about the Safari Zone is that you don't have to fight with Pokémon before you can catch them. Unfortunately, you can only catch them with the weak Safari Balls they provide you.

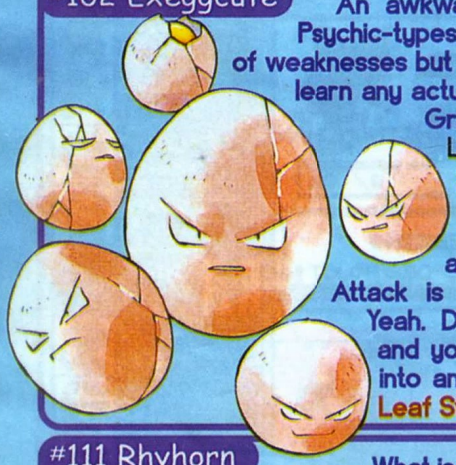
But you do have a few new options: You can throw rocks at Pokémon, making them angry. This makes them easier to catch, but they run away more quickly. Or you can toss out some bait, which makes them stick around longer, but they'll be harder to catch (*harder* to catch while they're eating? If you say so).

To make things worse, the rarer the Pokémon, the harder they are to catch! You may see a Chansey only one time in twenty, but when you do you'll probably need to nail him with two rocks before you can snare him in a Safari Ball. And since he runs at a hair trigger, it may take ten or twenty tries until you can catch him, so be patient... *Really* patient. Here's the icing on the cake: you only get 500 seconds (steps) and 30 Safari Balls.





#102 Exeggcute



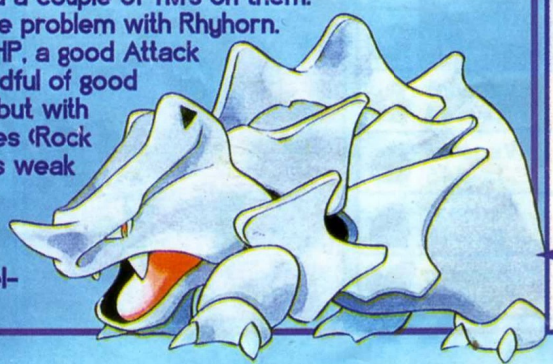
An awkward hybrid of Grass and Psychic-types, Exeggcute has a variety of weaknesses but few strengths. He doesn't learn any actual Psychic attacks, and his Grass attacks, which include Leech Seed at level 28 and Solar Beam at 12, aren't too great. That leaves him a handful of Normal attacks, but his Attack is pretty low, so... Yeah. Don't bother. Oh, and you can evolve him into an Exeggutor with a Leaf Stone, if you care.



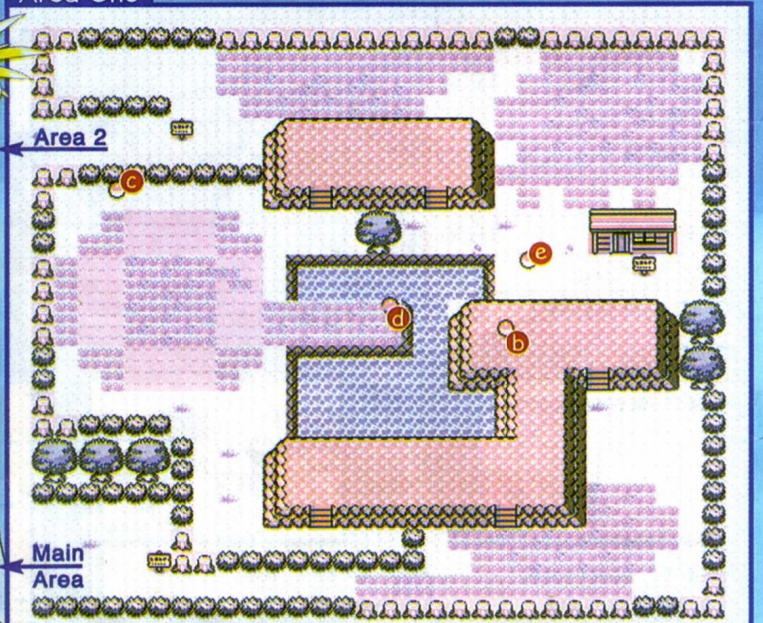
#111 Rhyhorn

What is it with Pokémon that never learn a single skill in their type? With no attacks to get meaty bonuses on, types can be more of a weakness than an asset, unless you spend a couple of TM's on them.

And this is the problem with Rhyhorn. He's got lots of HP, a good Attack score, and a handful of good Normal attacks, but with *two* useless types (Rock and Ground) he's weak against Water, Grass, Ice and Fighting, and strong against relatively little.



Area One



Learn How to Surf

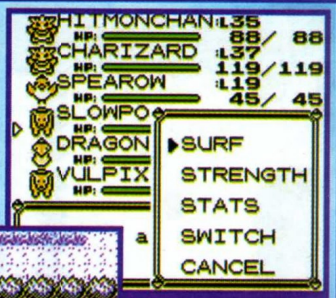
You'll be able to get around a lot better if you can cross the many ponds here, so your top priority should be to get to the Treasure House (containing HM 02) in the northwest corner of Area 3.

This is more complicated than it sounds, especially in under 500 steps. Head east to Area 1 from the Main Entrance, cross the two cliffs and out to the Northeast to Area 2, then head all the way around to the exit in Area 2's Southwest corner.

ⓐ	NUGGET
ⓑ	CARBOS
ⓒ	MAX POTION
ⓓ	TM 37
ⓔ	FULL REST.
ⓕ	TM 40
ⓖ	PROTEIN
ⓗ	GOLD TEETH
ⓘ	TM 32
ⓙ	MAX REVIVE
ⓚ	MAX POTION



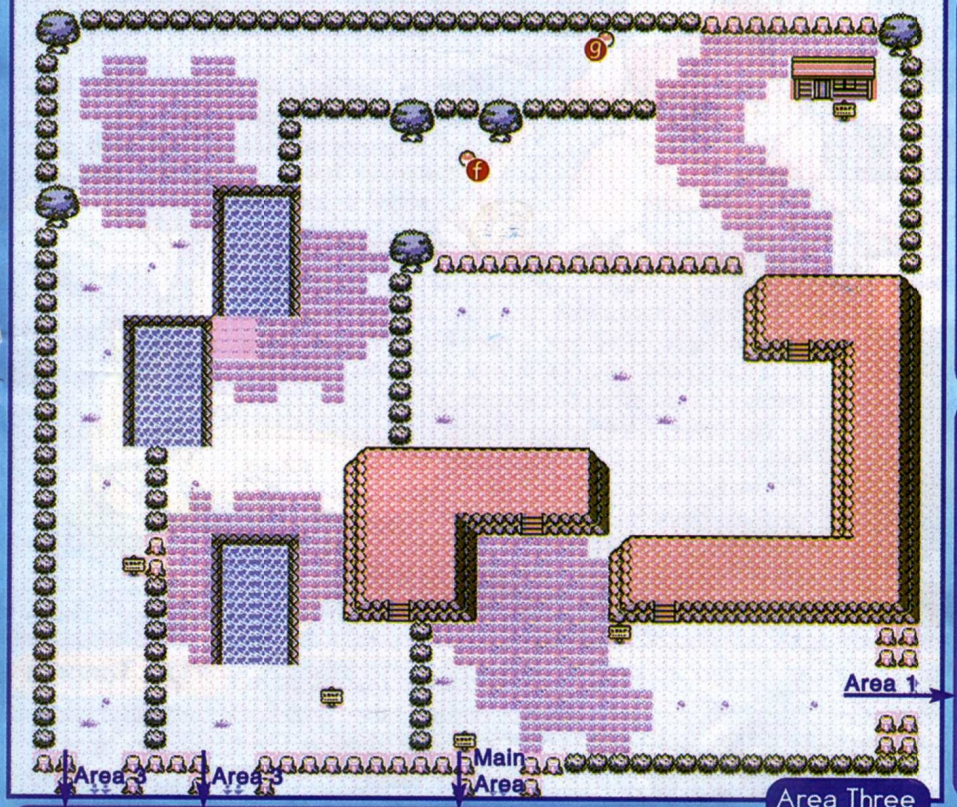
The house is just ahead, but don't forget to grab the Gold Teeth while you're in the neighborhood (see the next page for details on that). HM 02's Surf can be taught to just about any Water Pokémon, and is a surprisingly strong Water attack when used in battle.





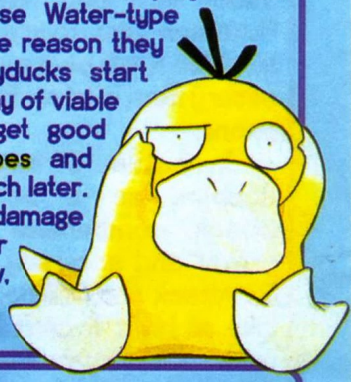
You can cross any body of water with Surf: Just head to the water's edge, select it, and swim around. Then use it to beat down enemies in battle.

Area Two



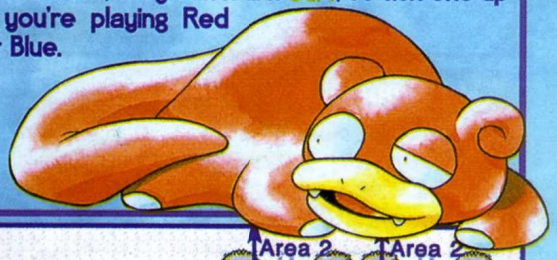
#54 Psyduck

Red and Blue players can fish up one of these Water-type Pokémon, if for some reason they really want to. Psyducks start with nothing in the way of viable attacks and don't get good stuff like Fury Swipes and Hydro Pump until much later. They can do some damage with Surf, but their stats are just too low, even after evolving into Golduck.



#79 Slowpoke

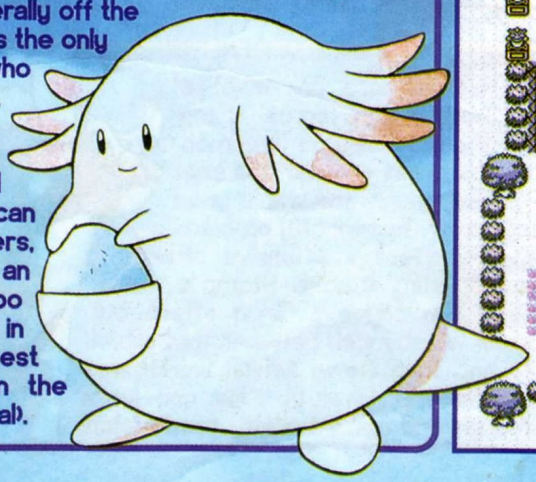
Now, Slowpokes I like. Water and Psychic makes for a weird combo, but Slowpoke (and its evolved form, Slowbro) learns some strong techniques in both, and have good enough stats to make good use of them. Also, they can learn Surf, so fish one up if you're playing Red or Blue.



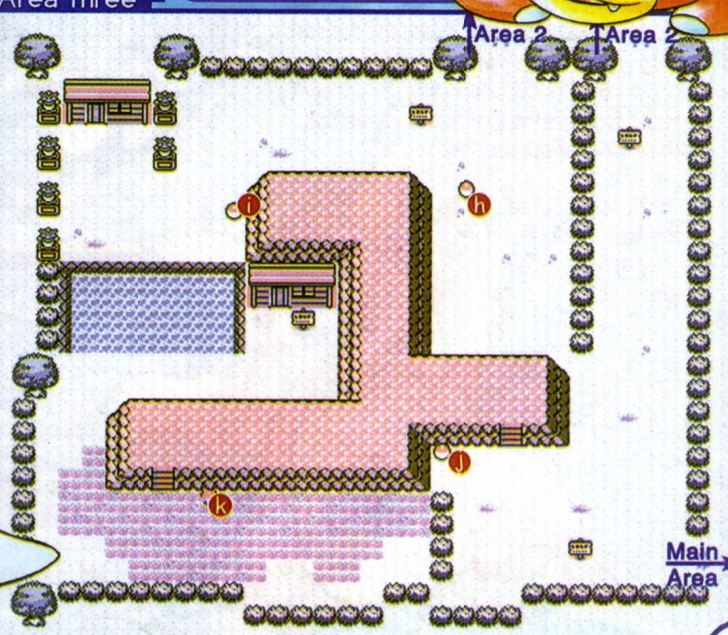
#113 Chansey

Chanseys are really rare in every version, and they're a pain to catch, since you need to nail them with a couple of rocks before you stand a chance of snagging one with a Safari Ball.

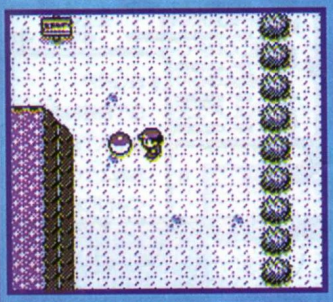
But you may find it worth the trouble of grabbing one. Here's what I like about Chansey: He looks absolutely ridiculous, his hit points are literally off the scale, and best of all, he's the only Pokémon in the game who can learn Softboiled. That obscure skill comes from TM 41, (get it by surfing across that pool in Celadon City), and can heal your other fighters, outside of battle! That's an incredible ability... It's too bad Chansey's so weak in battle, with the lowest Attack and Defense in the game (but an okay Special).



Area Three



Lost Teeth and HM #04

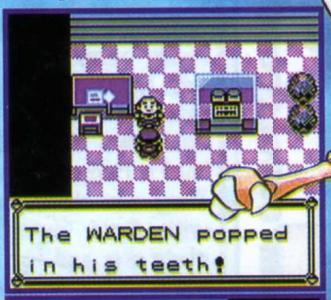


Seems like you just got a new HM, doesn't it? Well, there's one more in Fuchsia City, and then you'll have the whole set.

It's HM 04, which the Warden will hand you when you return the Golden Teeth you found in Area 3. Use this on one of your larger Pokémon, and he'll learn Strength, a technique that lets you bat aside boulders like the one shown in the picture at the bottom.

Use it in the Warden's Office to get at the Rare Candy that's just beyond your reach, and make sure you have easy access to the Pokémon you taught it to, since it will be a necessary item in later dungeons.

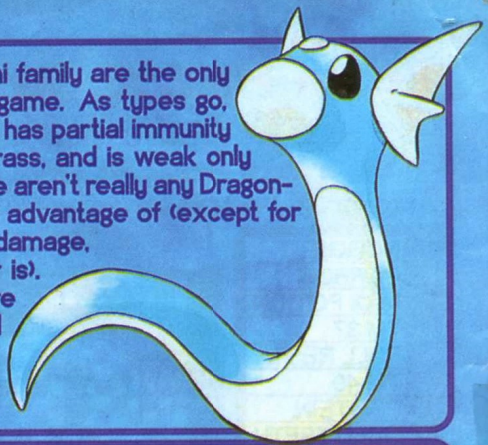
In battle, Strength doubles as a basic attack, comparable in power and accuracy to Tri Attack and Drill Peck. Like all HM's, it can't be unlearned, so give it to a Pokémon who needs a source of damage and doesn't get a lot of good skills, like your brand new Tauros.





#147 Dratini

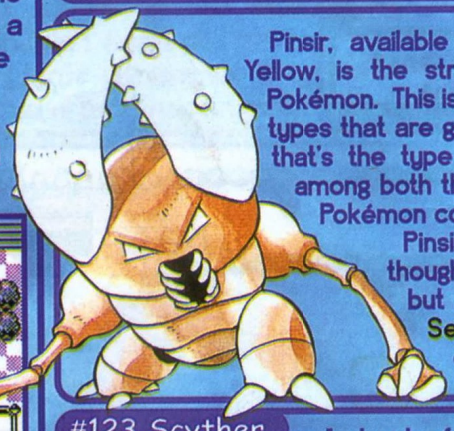
The Dratini family are the only Dragon-type Pokémon in the game. As types go, Dragon is pretty cool, in that it has partial immunity to Fire, Water, Thunder and Grass, and is weak only to Ice. On the down side, there aren't really any Dragon-type attacks for them to take advantage of (except for Dragon Rage, which does 40 damage, no matter what type the user is). Dratini and his later forms are strong on offense and defense, but you'll probably need to teach them some normal-type TM's.



#127 Pinsir

Pinsir, available only in Blue and Yellow, is the strongest of the straight Bug-type Pokémon. This is important, since Bug is one of two types that are good against Psychic Pokémon, and that's the type you're likely to see most often among both the Elite Four and humans who play Pokémon competitively.

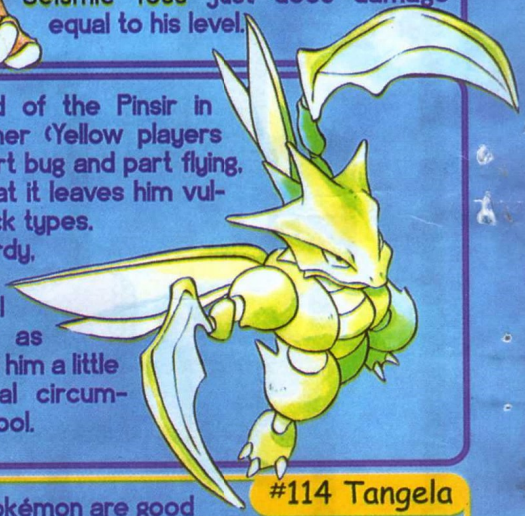
Pinsir's techniques are a little iffy, though. Guillotine can K.O. in one shot, but only about 30% of the time, and Seismic Toss just does damage equal to his level.



#123 Scyther

Instead of the Pinsir in Blue, Red players get Scyther (Yellow players can get both). Scyther is part bug and part flying, an unfortunate mixture in that it leaves him vulnerable to six different attack types.

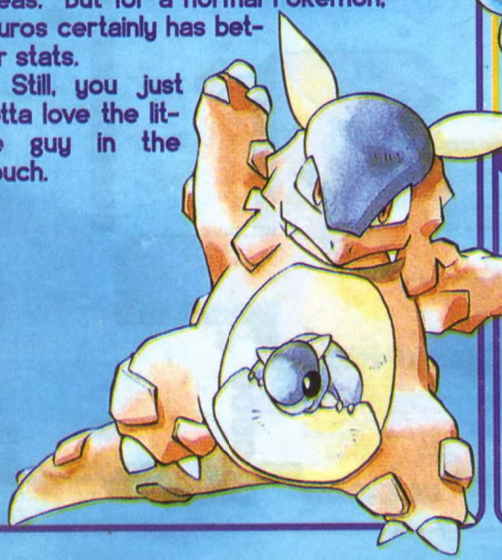
However, he's quick, sturdy, and strong on the attack, and he'll fare almost as well versus Psychic Pokémon as Pinsir. His weaknesses make him a little risky to use under normal circumstances, but he sure looks cool.



#115 Kangaskhan

I have a soft spot for goofy-looking Pokémon, and Kangaskhan definitely works in that regard. His attacks aren't great, but at least he can use a lot of Hitmonchan's Normal attacks (including the built-in Comet Punch) without having to deal with her (?) general feebleness in other areas. But for a normal Pokémon, Tauros certainly has better stats.

Still, you just gotta love the little guy in the pouch.



#114 Tangela

Grass Pokémon are good against Water, Earth, and Rock, and fairly resistant to a couple of other types. So they're pretty good in some situations, and Tangela's arguably the best of the lot.

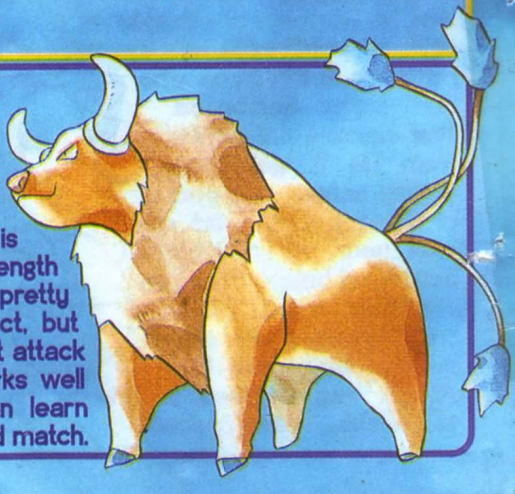
You can only get one this early in Yellow, and Yellow has an added bonus since that's the only version in which Tangela can learn Vine Whip.

Tangelas are hard to get here, though. They appear extremely infrequently, and it takes a couple of rocks to soften them up to the point where they can be captured.



#128 Tauros

There are a lot of players who believe that Tauros is the strongest of the Normal-type Pokémon. He certainly has some of the best stats: Fast, tough, and with a good chunk of HP, Tauros' only problem is his merely average offensive strength and lack of interesting attacks. Stomp is pretty good, since it can cause a Flinch effect, but there's nothing worth much between that attack (at level 21) and Take Down (which works well with his high HP) at level 51. He can learn Strength, though, and that's a pretty good match.



Don't Forget the Fish



Fishing is a great way to pick up some rare Pokémon, especially since it doesn't count against your "time." You need the Super Rod to catch high level Pokémon, but even the Good Rod can catch a Dratini, the best of the fishing lot. He may be dangling at the end of your rod, but you'll still need to use some stones to seal the deal.



	Main Area			Area 1,2+3		
Krabby	O	O	-	O	O	-
Magikarp	-	-	O	-	-	O
Psyduck	O	O	-	O	O	-
Slowpoke	O	O	-	O	O	-
Dratini	O	O	O	-	O	O
Dragonair	-	-	O	-	-	-

From this point on, we'll also be presenting data for fishable Pokémon. Since the apperance ratios for these Pokémon are roughly equal, there are no percents, just "O" if they exist in a version and "-" if they don't. All data was collected with the Super Rod.

	Main Area			Area 1			Area 2			Area 3		
Nidoran♀	- %	20%	20%	- %	20%	20%	- %	20%	20%	- %	20%	20%
Nidorina	5 %	10%	- %	6 %	10%	10%	- %	15%	10%	5 %	10%	- %
Nidoran♂	20%	- %	20%	20%	- %	20%	20%	- %	20%	20%	- %	20%
Nidorino	10%	5 %	10%	10%	6 %	- %	15%	- %	- %	10%	5 %	10%
Exeggcute	20%	20%	15%	20%	20%	20%	20%	20%	15%	20%	20%	20%
Paras	- %	- %	5 %	15%	15%	- %	15%	15%	- %	15%	15%	- %
Parasect	4 %	4 %	8 %	6 %	6 %	- %	- %	- %	- %	- %	- %	- %
Cubone	- %	- %	- %	- %	- %	8 %	- %	- %	4 %	- %	- %	10%
Marowak	- %	- %	- %	- %	- %	4 %	- %	- %	- %	- %	- %	4 %
Doduo	- %	- %	- %	15%	15%	- %	- %	- %	- %	- %	- %	- %
Venonat	15%	15%	- %	- %	- %	- %	- %	- %	- %	- %	20%	- %
Venomoth	- %	- %	- %	- %	- %	- %	4 %	4 %	- %	4 %	4 %	- %
Rhyhorn	20%	20%	15%	- %	- %	- %	20%	20%	10%	20%	- %	- %
Chansey	2 %	2 %	5 %	- %	- %	4 %	4 %	4 %	- %	4 %	- %	- %
Tangela	- %	- %	2 %	- %	- %	- %	- %	- %	- %	- %	- %	2 %
Scyther	4 %	- %	- %	4 %	- %	4 %	- %	- %	4 %	- %	- %	- %
Pinser	- %	4 %	- %	- %	4 %	- %	- %	- %	2 %	- %	- %	4 %
Kangaskhan	- %	- %	- %	4 %	4 %	- %	- %	- %	15%	- %	2 %	- %
Tauros	- %	- %	- %	- %	- %	10%	2 %	2 %	- %	2 %	4 %	10%

ROUTES #12+13



RED VERSION
Catch/Fish (Route 12+13):
(#18) Venonat
(#108) Goldeen
(#72) Tentacool
(#98) Krabby

BLUE VERSION
Catch/Fish (Route 12+13):
(#18) Venonat
(#108) Goldeen
(#72) Tentacool
(#98) Krabby

YELLOW VERSION
Catch/Fish (Route 12+13):
(#83) Farfetch'd
(#79) Slowpoke
(#72) Tentacool
(#116) Horsea



You'll need to use your Poké Flute to wake the Snorlax blocking your path here. But stop in at that first building and get TM 39 first. It contains Swift, a good attack that virtually always hits (even if they're using Dig or something). After the Snorlax, get the Super Rod in the 2nd building.

This is the only other Snorlax in the game, so if you didn't catch the one in Route 16, here's another opportunity. If you can't decide if you want one, check out page 13 for the profile.





Route 12

Pidgey	40%	40%	15%
Pidgeotto	- %	- %	10%
Venonat	20%	20%	- %
Bellsprout	- %	35%	30%
Weepinbell	- %	5 %	5 %
Farfetch'd	- %	- %	5 %
Oddish	35%	- %	30%
Gloom	5 %	- %	5 %
Slowpoke	- %	- %	90%
Slowbro	- %	- %	10%

Route 13

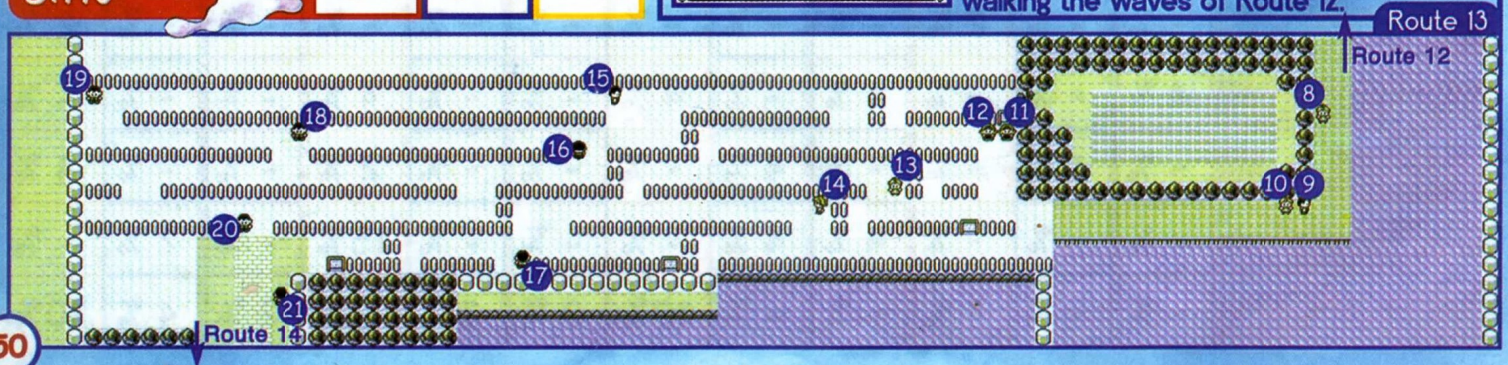
Pidgey	35%	35%	15%
Pidgeotto	- %	- %	10%
Venonat	20%	20%	- %
Bellsprout	- %	35%	30%
Weepinbell	- %	5 %	5 %
Farfetch'd	- %	- %	5 %
Oddish	35%	- %	30%
Gloom	5 %	- %	5 %
Ditto	5 %	5 %	- %

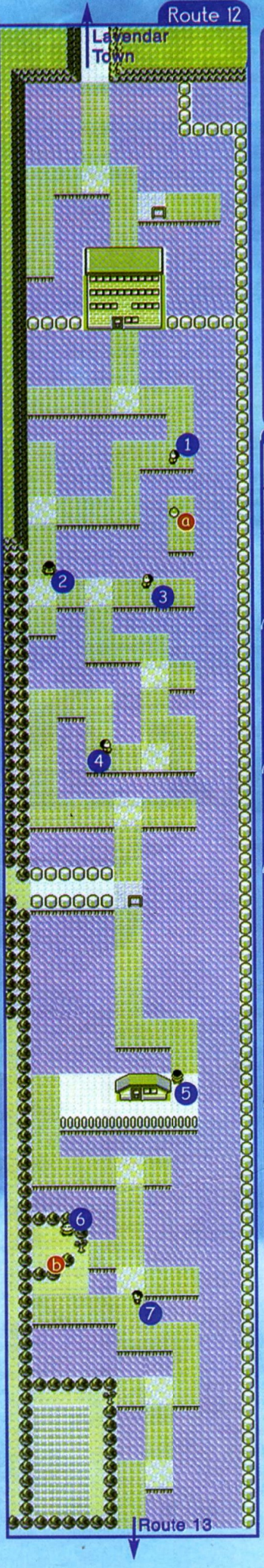
Finally! A Farfetch'd that isn't named "Dux." It's only in Yellow, though.

If you want that Farfetch'd, or the hidden Iron, you'll need to get a Cut-equipped Pokémon to hack through the trees. Fortunately, TM 16 (the lame Pay Day skill) and the hidden PP Up in Route 13 are easier to get. Save that PP Up for one of the power skills: Thunder, Blizzard, or Fire Storm. Yellow players can also get a chance at a Slowpoke here just by using Surf and walking the waves of Route 12.

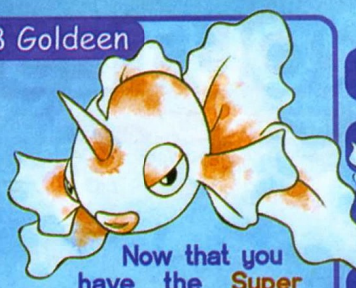








#118 Goldeen



Now that you have the **Super Rod**, you'll be able to fish for more Water-type Pokémon than you know what to do with. So you might as well just ignore the dull ones like Goldeen. Evolved form Seaking is fairly tough, but with nothing but a handful of dull Normal attacks, who cares?



	Route 12			Route 13		
Magikarp	O	O	-	O	O	-
Goldeen	O	O	-	O	O	-
Horsea	-	-	O	-	-	O
Seadra	-	-	O	-	-	O
Tentacool	O	O	-	O	O	O
Krabby	O	O	-	O	O	-

1
- Fisherman $770
- Goldeen Level 22
- Poliwag Level 22
- Goldeen Level 22

2
- Fisherman $840
- Tentacool Level 24
- Tentacool Level 24

3
- Fisherman $945
- Goldeen Level 27

4
- Fisherman $735
- Poliwag Level 21
- Shellder Level 21
- Goldeen Level 21
- Horsea Level 21

5
- Rocker $725
- Voltorb Level 29
- Electrode Level 29

6
- Fisherman $840
- Magikarp Level 24
- Magikarp Level 24

7
- Jr. Trainer♂ $560
- Nidoran♂ Level 29
- Nidoran♀ Level 29

8
- Jr. Trainer♀ $560
- Goldeen Level 28
- Poliwag Level 28
- Horsea Level 28

9
- Birdkeeper $725
- Pidgey Level 29
- Pidgeotto Level 29

10
- Jr. Trainer♀ $480
- Pidgey Level 24
- Meowth Level 24
- Rattata Level 24
- Pikachu Level 24
- Pidgey Level 24
- Meowth Level 24

11
- Beauty $1890
- Rattata Level 27
- Raticate Level 27
- Rattata Level 27

12
- Beauty $2030
- Clefairy Level 29
- Meowth Level 29

13
- Jr. Trainer♀ $600
- Poliwag Level 30
- Poliwag Level 30

14
- Jr. Trainer♀ $540
- Pidgey Level 27
- Meowth Level 27
- Pidgey Level 27

15
- Birdkeeper $625
- Spearow Level 25
- Pidgey Level 25
- Pidgey Level 25
- Spearow Level 25
- Spearow Level 25

16
- Biker $700
- Koffing Level 28
- Koffing Level 28
- Koffing Level 28

17
- Birdkeeper $650
- Pidgey Level 26
- Pidgeotto Level 26
- Spearow Level 26
- Fearow Level 26

18
- Birdkeeper $650
- Pidgey Level 26
- Spearow Level 26
- Pidgey Level 26
- Fearow Level 26

19
- Birdkeeper $700
- Pidgey Level 28
- Pidgeotto Level 28
- Doduo Level 28

20
- Birdkeeper $725
- Pidgeotto Level 29
- Fearow Level 29

21
- Birdkeeper $700
- Spearow Level 10
- Doduo Level 10
- Fearow Level 10

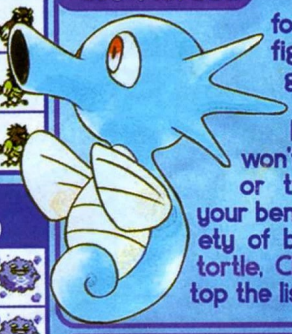
ⓐ TM 16
ⓑ IRON

#98 Krabby



Krabby is a fairly good Water Pokémon, and you can have fun beating things instantly (30% of the time) with his Guillotine technique. But Krabby's real selling point is that he can learn the Cut, Surf, and Strength HM's, allowing you to have them all without using more than one slot on your bench.

#116 Horsea



Horsea's evolved form Seadra is a solid fighter, and learns a good variety of Water-type attacks. But you probably won't want more than one or two Water-types on your bench, and theres a variety of better options. Wartortle, Cloyster, and Articuno top the list.

#72 Tentacool

Tentacool mixes Water with Poison types, and learns a variety of good attacks in both (and has a high enough special to make good use of them). Built-in poison attack Acid does damage while lowering defense, which is nice, but Poison types still aren't good for much.



ROUTES 14+15



RED VERSION
Catch (in Route 14+15)
(#132) Ditto
Fish (in various areas):
(#90) Shellder
(#60) Poliwag

BLUE VERSION
Catch (in Route 14+15)
(#132) Ditto
Fish (in various areas):
(#90) Shellder
(#60) Poliwag

YELLOW VERSION
Fish (in various areas):
(#98) Krabby
(#118) Goldeen
(#54) Psyduck
(#90) Shellder
(#120) Staryu
(#60) Poliwag

1 Biker $580
Koffing Level 29
Muk Level 29

2 Birdkeeper $825
Farfetch'd Level 33

3 Biker $560
Grimer Level 28
Grimer Level 28
Koffing Level 28

4 Biker $580
Koffing Level 29
Grimer Level 29

5 Biker $520
Koffing Level 26
Koffing Level 26
Grimer Level 26
Koffing Level 26

6 Birdkeeper $725
Spearow Level 29
Fearow Level 29

Ⓐ TM 20

7 Jr. Trainer ♀ $580
Pikachu Level 29
Raichu Level 29
Pidgey Level 29
Pidgeotto Level 29

8 Beauty $2030
Pidgeotto Level 29
Wigglytuff Level 29

9 Biker $500
Koffing Level 25
Koffing Level 25
Weezing Level 25
Koffing Level 25
Grimer Level 25

10 Biker $560
Koffing Level 28
Grimer Level 28
Weezing Level 28

11 Beauty $2030
Bulbasaur Level 29
Ivysaur Level 29

12 Jr. Trainer ♀ $560
Gloom Level 28
Oddish Level 28
Oddish Level 28

13 Jr. Trainer ♀ $660
Clefairy Level 33

14 Birdkeeper $725
Dodrio Level 29
Doduo Level 29

15 Birdkeeper $650
Pidgeotto Level 26
Farfetch'd Level 26
Doduo Level 26
Pidgey Level 26

16 Jr. Trainer ♀ $580
Bellsprout Level 29
Oddish Level 29
Tangela Level 29

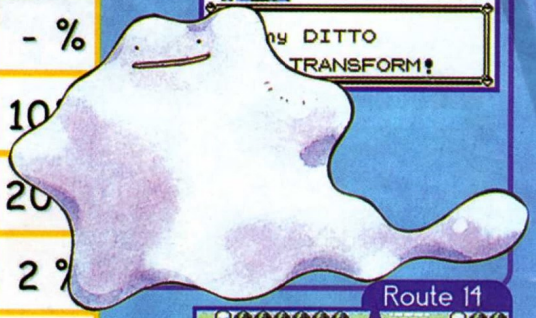


TM 20 just contains the worthless Rage skill. But in the building beyond that you can get the EXP-sharing EXP. ALL item from Oak's aide if you've caught 50 Pokémon.

#132 Ditto

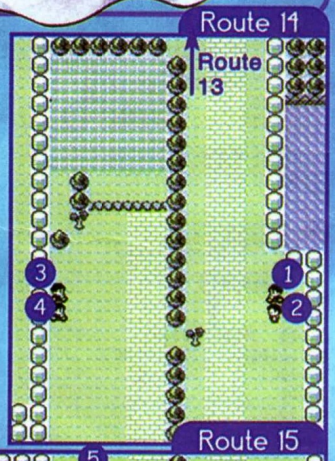
Ditto is fun as a novelty, but worthless in combat. He only knows one skill, Transform, which he can use to make himself the mirror image of his opponent. The only problem is that he keeps his own lame stats, so the original will trounce him nine times out of ten.





Route 14+15

Pidgey	15%	15%	- %
Pidgeotto	5 %	5 %	10
Venonat	20%	20%	20
Venomoth	- %	- %	2 %
Bellsprout	- %	35%	30%
Weepinbell	- %	5 %	4 %
Oddish	35%	- %	30%
Gloom	5 %	- %	4 %
Ditto	20%	20%	- %





Fishing for the Best

Once you've managed to snag the Super Rod in Route 12 and HM 02 (Fly) in Route 16, you'll be able to fish up pretty much any Water-type Pokémon you want... Even a Gyarados (appearing ocassionally in Fuchsia City) in the Yellow version. Marked on the map below are some of our favorite fishing spots, and the fish you can find there.

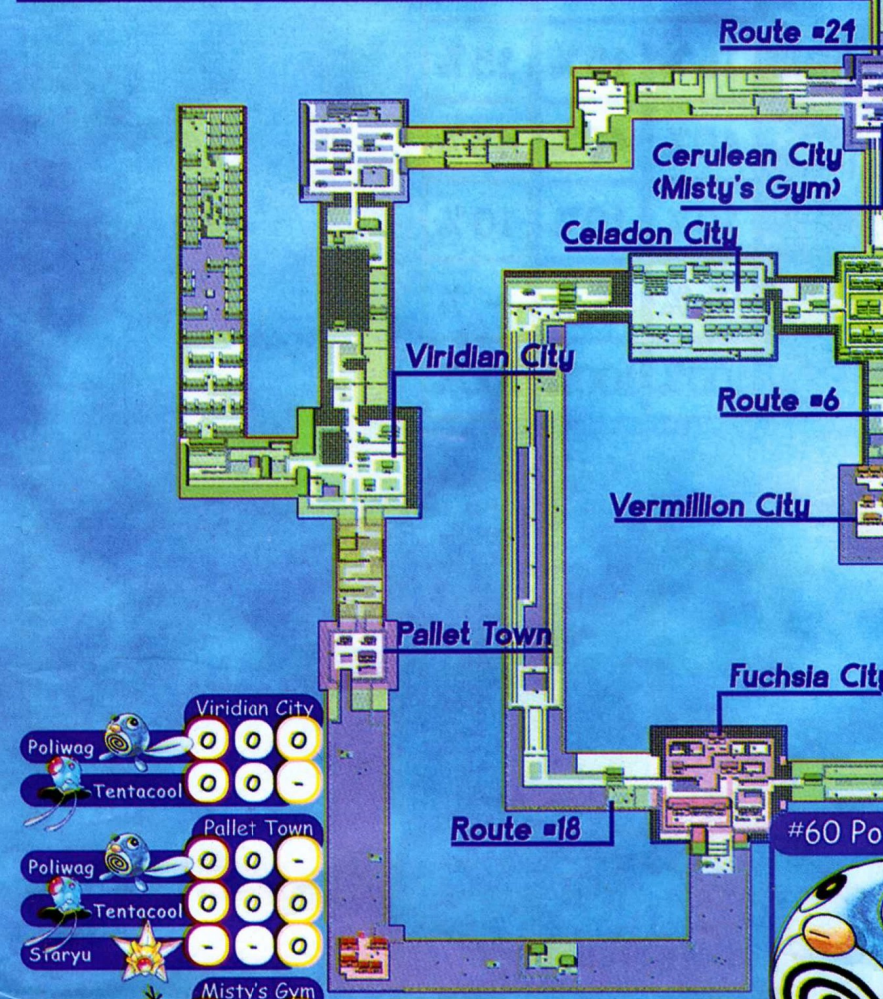
Note that you *can* get a Psyduck in Yellow... Just not by fishing. Use Surf to walk around in the pool at Route 6, and one will appear.



While you're in Celadon to do some fishing, cross this pond for TM 11, the Chansey-only Softboiled technique that lets you transfer HP from Chansey to other Pokémon.



Shellder is the one water Pokémon you won't want to miss, but he's hard to track down in Yellow. Try Route 18, just outside of Fuchsia.



Route 24
Psyduck 0 0 -
Krabby 0 0 -
Goldeen 0 0 0
Seaking - - 0

Route 25
Psyduck 0 0 -
Krabby 0 0 0
Kingler - - 0
Goldeen 0 0 -

Route 10
Poliwag 0 0 -
Slowpoke 0 0 -
Horsea - - 0
Krabby - - 0
Kingler - - 0

Celadon City
Poliwag 0 0 -
Slowpoke 0 0 -
Goldeen - - 0

Route 18
Shellder - - 0
Magikarp 0 0 -
Krabby 0 0 -
Goldeen 0 0 -
Tentacool 0 0 0

Fuchsia City
Krabby 0 0 -
Goldeen 0 0 -
Seaking 0 0 0
Magikarp - - 0
Gyarados - - 0

Viridian City
Poliwag 0 0 0
Tentacool 0 0 -

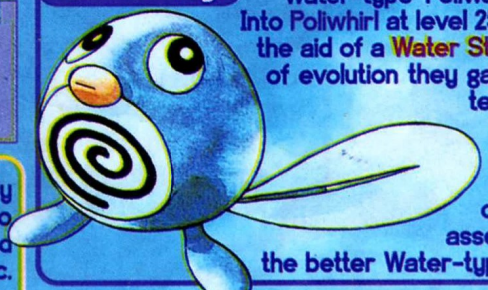
Pallet Town
Poliwag 0 0 -
Tentacool 0 0 0
Staryu - - 0

Misty's Gym
Psyduck 0 0 -
Krabby 0 0 0
Goldeen - - 0

Route 6
Shellder 0 0 -
Krabby 0 0 -
Goldeen - 0 0

Vermillion
Shellder 0 0 -
Krabby 0 0 -
Horsea - - 0
Tentacool - - 0

#60 Poliwag



Water-type Poliwags evolve three times: Into Poliwhirl at level 25 and into Poliwrath with the aid of a Water Stone. At that third stage of evolution they gain Fighting-type characteristics, but once again, their inability to learn any Fighting-type techniques makes this more of a liability than an asset. Certainly not one of the better Water-types.

#120 Staryu



I'm definitely sensing a pattern here... Staryus also level-up with a Water Stone, and also gain a second type, Psychic. The evolved form, Starmie, has a really high Special, so it could make good use of its Psychic abilities... If it had any (besides Light Screen, that is). A good Pokémon, but only if you're willing to use a lot of TM's to teach it Psychic skills. Blue/Red players can catch their own in Routes 19-21 (next page).

#90 Shellder



Like Poliwags, Shellders evolve into their higher form, Cloyster, with the aid of a Water Stone. And like Poliwags, they gain a new type in the process: Ice. But very much unlike Poliwags, Shellders are worth using. They're incredibly strong on defense and have a high enough Special to make use of their powerful Water and Ice attacks. Just don't use that Water Stone until at least Level 30.

ROUTE #21



RED VERSION	BLUE VERSION	YELLOW VERSION
Catch (in Route 21): (=11) Tangela	Catch (in Route 21): (=11) Tangela	-None in this area-
Fish (in Route 21): (=120) Staryu	Fish (in Route 21): (=120) Staryu	

1 Fisherman $980
- Seaking Level 28
- Goldeen Level 28
- Seaking Level 28
- Seaking Level 28

2 Fisherman $945
- Magikarp Level 27
- Magikarp Level 27
- Magikarp Level 27
- Magikarp Level 27
- Magikarp Level 27

3 Cue Ball $775
- Tentacool Level 31
- Tentacool Level 31
- Tentacruel Level 31

4 Swimmer $165
- Seadra Level 33
- Tentacruel Level 33

5 Fisherman $1085
- Shellder Level 31
- Cloyster Level 31

6 Fisherman $1155
- Seaking Level 33
- Goldeen Level 34

7 Swimmer $185
- Starmie Level 37

8 Swimmer $160
- Poliwhirl Level 32
- Tentacool Level 32
- Seadra Level 32

9 Swimmer $165
- Staryu Level 33
- Wartortle Level 33

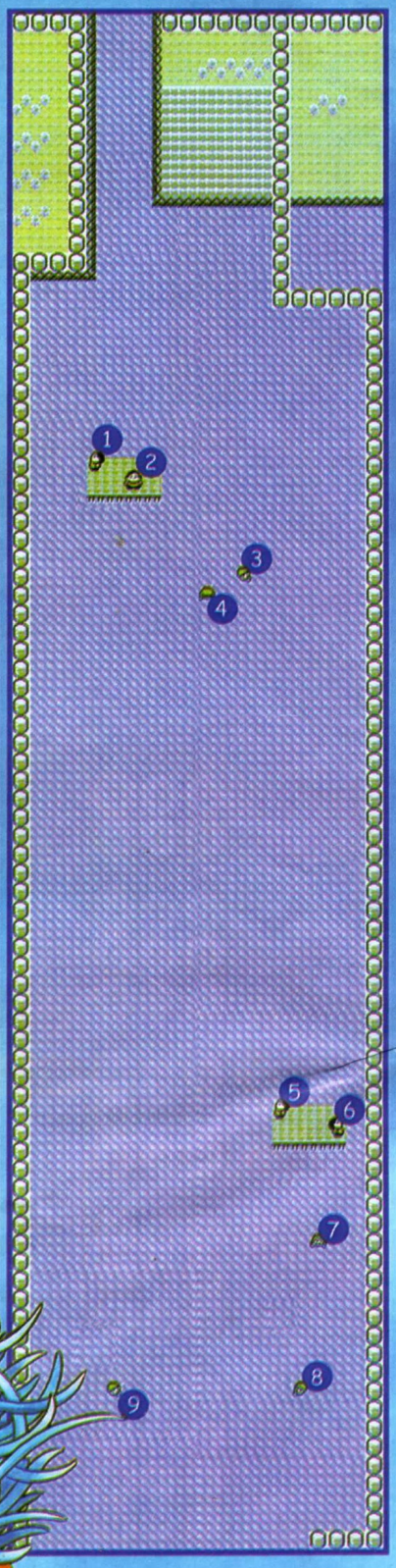
Route 21			
Rattata	30%	30%	30%
Ratticate	15%	15%	15%
Pidgey	40%	40%	45%
Pidgeotto	10%	10%	10%
Tangela	5 %	5 %	- %
Tentacool	100%	100%	100%



There are only two other Gym Leaders to defeat: Blair in Cinnibar, and Giovanni back in Viridian City. But your new Surf skill has opened up a couple of other new options. You can head back to Route 9 (past Cerulean City) and get yourself a powerful Zapdos in the optional Power Plant dungeon, or head south from Fuchsia to get an Articuno in Seafoam Island.

We recommend you head to Cinnibar Island first, to defeat Blair and turn your fossils into Pokémon that may aid you on your other quests. Still, the choice is yours, and you can go straight to the Power Plant at page 58 or Seafoam Island at page 60 and meet us back here when you're ready.

Cinnibar Island is just South of Pallet Town, so Fly back there and jump in the little pond to Route 21. Blue and Red players who couldn't get a Tangela in the Safari Zone can pick one up in the grassy area directly south of Pallet Town.



Route 21			
Tentacool	-	-	O
Tentacruel	-	-	O
Goldeen	O	O	-
Horsea	O	O	-
Shellder	O	O	-
Staryu	O	O	O

CINNIBAR ISL.



RED VERSION	BLUE VERSION	YELLOW VERSION
Clone in Cinnibar Lab:	Clone in Cinnibar Lab:	Clone in Cinnibar Lab:
(#142) Aerodactyl	(#142) Aerodactyl	(#142) Aerodactyl
-and-	-and-	-and-
(#141) Kabuto	(#141) Kabuto	(#141) Kabuto
-or-	-or-	-or-
(#139) Omanyte	(#139) Omanyte	(#139) Omanyte
Catch in Mansion:	Catch in Mansion:	Catch in Mansion:
(#77) Ponyta	(#77) Ponyta	(#58) Growlithe
(#109) Koffing	(#109) Koffing	(#132) Ditto
(#88) Grimer	(#88) Grimer	(#88) Grimer
	(#126) Magmar	

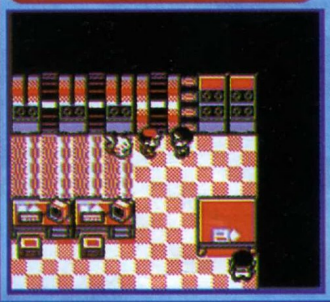
A Pokémon Lab

Don't let its small size trick you–there are loads of opportunities in Cinnibar Island.

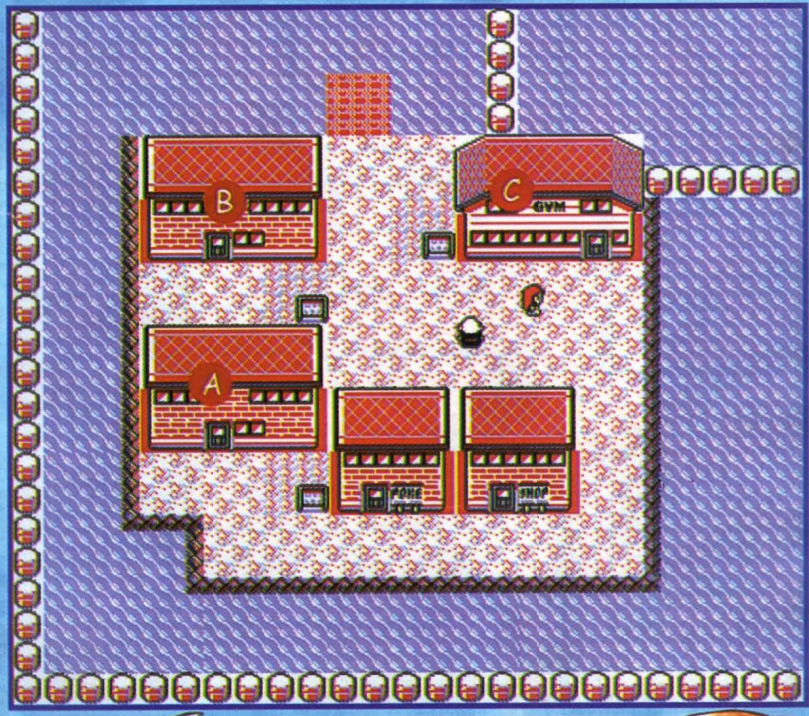
The traders in the Lab won't give you the greatest deals (in Yellow: Golduck for Rhydon, Growlithe for Dewgong, and Kangaskhan for Muk; in Red/Blue: Raichu for Electrode, Venonat for Tangela, Ponyta for Seel), but the scientist in the next room will make a better offer: TM 35 (Metronome) for free. This fun but unreliable skill dishes out various special attacks at random.



Poké Mart	
ULTRA BALL	1200
GREAT BALL	600
HYPER POTION	1500
MAX REPEL	700
ESCAPE ROPE	550
FULL HEAL	600
REVIVE	1500



The scientist in the last room will take your fossils and turn them into Pokémon. He claims the process will take a while, but if you simply leave the building and come right back he'll be finished.



#141 Kabutops

The scientist in the Pokémon Lab will turn the Dome Fossil into a level 30 Kabuto, which evolves into a hard-core Kabutops at level 40. If only Kabutops was half as cool as he looked!

Stats-wise, this guy's a toughie. But except for Slash (level 39) and Hydro Pump (level 53), he doesn't have much in the way of skills. And Rock/Water is a kind of lame mix of types, especially since he doesn't actually learn any Rock techniques.

#142 Aerodactyl

If you didn't get the Old Amber by entering the Pewter City museum through the back door, Fly there and do it now. The scientist in the Pokémon Lab can clone your Amber into a spiffy new Aerodactyl, one of the best Pokémon in the game. Aerodactyl is strong, tough, and incredibley quick. His attacks are kind of weak, but if you teach him Fly he'll be able to do some damage with that until he gets the astonishingly powerful Hyper Beam at (gulp) Level 51.

He's great against Blaine's Fire beasts, but as a Rock/Flying Pokémon, he's somewhat vulnerable to Electric and extremely weak to Water. So you may not want to bring him to Seafoam Island and the Power Plant.

#139 Omastar

If you took the Helix Fossil in Mt. Moon, you'll get an Omanyte, which will evolve into Omastar at level 40. Like Kabutops, Omastar is a mix of Water and Rock types, without many good skills. Omastar's Special and Defense stats are a bit higher (Kabutops excels in Attack) but both are equally unexciting in most respects.

The Mansion

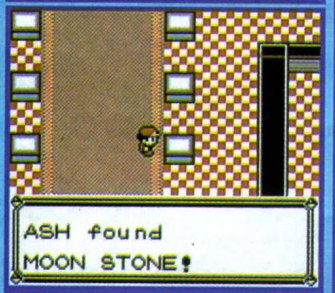
The door to the Gym is locked, and rumors suggest the Key is lost in the abandoned Mansion at Point B. You can get through the Mansion fairly quickly, but the random Pokémon that lurk here, especially the wild Muks, can be fierce.

To get the Key, take the stairs to the main part of level 3 (A to C), search the statue for a hidden switch (every statue here has one), then jump down the first balcony near the Scientist (#4), marked point D. The stairs here will take you to the basement, where the Secret Key lies. Flip all the switches you pass and you'll find it without much trouble.

There are a number of valuable items and Pokémon here. Yellow players can pick up a Growlithe and a Ditto, Red and Blue can get a Ponyta, and Blue can also get an ultra-rare, Blue-exclusive Magmar.

The items include a number of stat-enhancing supplements, and two TM's. TM 22 is the most powerful Grass attack, Solar Beam, and TM 11 is the super-powerful Ice attack Blizzard, which you'll definitely need for the Elite Four. Also fight all the Burglars you can—they'll give you good EXP and a ton of cash.

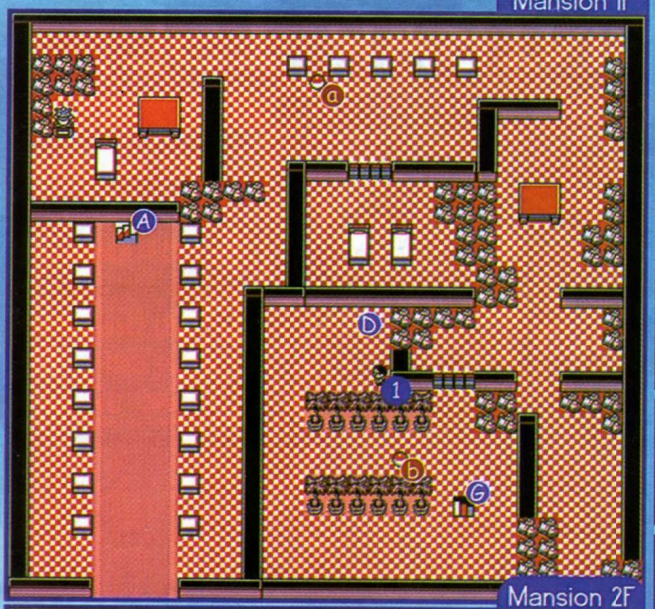


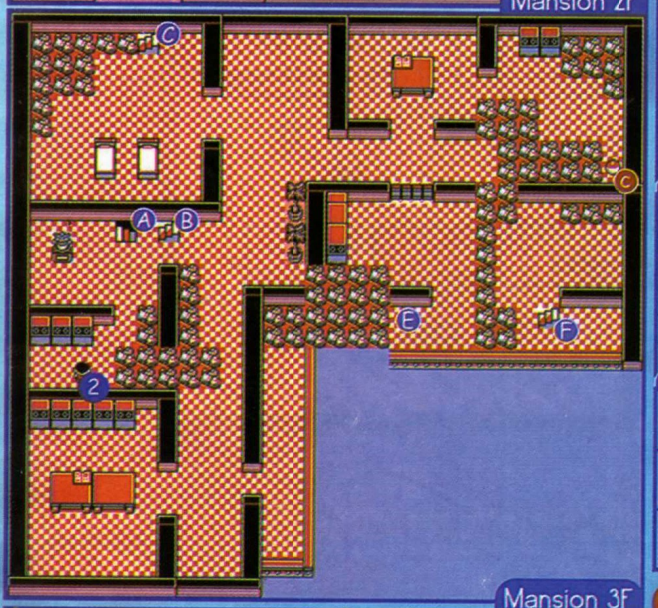


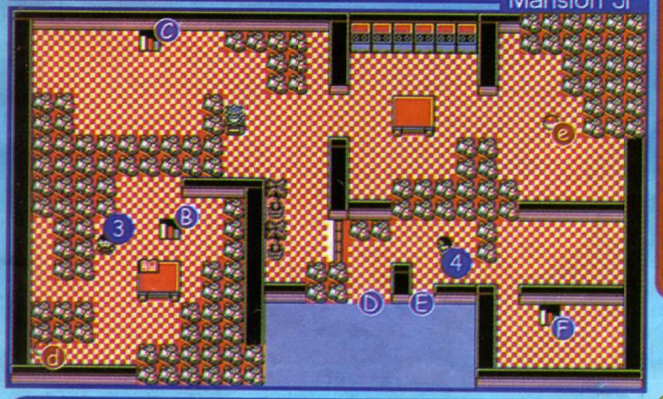
The fifth and final Moon Stone is hidden by the fifth block on the right in the level 1F foyer.



The Mansion's basement is the one and only chance for Yellow players to catch a shape-shifting Ditto.









1 Scientist $1450
- Electrode Level 29
- Weezing Level 29

2 Burglar $3060
- Charmander Level 34
- Charmeleon Level 34

3 Burglar $3420
- Ninetales Level 38

4 Scientist $1650
- Magneton Level 33
- Magnemite Level 33
- Voltorb Level 33

5 Burglar $3060
- Growlithe Level 34
- Ponyta Level 34

6 Scientist $1700
- Magneton Level 34
- Electrode Level 34

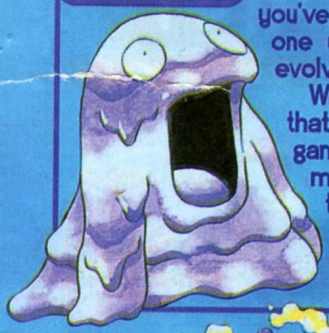
- (a) ESCAPE ROPE
- (b) CARBOS
- (c) CALCIUM
- (d) MAX POTION
- (e) IRON
- (f) TM 14
- (g) FULL RESTORE
- (h) RARE CANDY
- (i) TM 22
- (j) SECRET KEY

#126 Magmar

Magmar is both hard-to-catch and exclusive to Blue, but that doesn't necessarily mean he's any good. Arcanine is probably the best of the Fire Pokémon (although Blue would need to trade for one), but Charizard, Ninetales (if you didn't evolve him until after learning Flamethrower as Vulpix) and possibly even Flareon are all better picks than Magmar in Blue. Not that you shouldn't try hard to catch a few: Red and Yellow players will be desperate to trade for it!



#88 Grimer



You've been fighting these guys for ages, but you've never had an opportunity to catch one until now. No big loss: Grimers (and evolved Muks) are complete garbage.

Well, maybe that's a bit harsh. It's just that Poison-types are the worst in the game, in that no Poison skill (except for maybe Toxic, which you have to use a TM to teach him) is good against the quickly defeated computer opponents. But at least Muks get a high Attack score and decent HP.

#109 Koffing



Team Rocket's bizzare affinity for these gaseous blobs is probably one of the reasons they lose so much. To be fair, evolved Weezings are probably the best of the Poison Pokémon, but that still doesn't make them particularly useful. At higher levels, fear their Self Destruct and Explosion skills... Too bad their most powerful attacks kill them too!

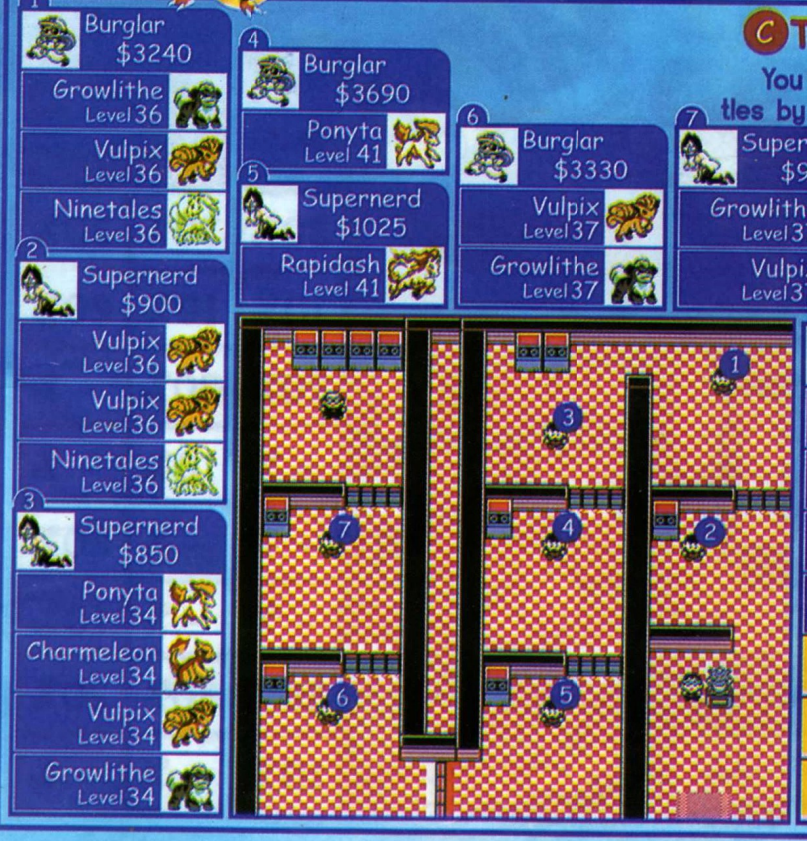
	Mansion 1F			Mansion 2F			Mansion 3F			Mansion B1		
Koffing	35%	6 %	- %	35%	6 %	- %	25%	6 %	- %	45%	6 %	- %
Weezing	10%	4 %	- %	10%	4 %	- %	20%	4 %	- %	15%	4 %	- %
Grimer	6 %	35%	20%	6 %	35%	20%	6 %	25%	20%	6 %	45%	40%
Muk	4 %	10%	- %	4 %	10%	20%	4 %	20%	20%	4 %	10%	10%
Rattata	- %	- %	30%	- %	- %	30%	- %	- %	30%	- %	- %	- %
Ratticate	- %	- %	30%	- %	- %	30%	- %	- %	30%	- %	- %	40%
Vulpix	- %	15%	- %	- %	15%	- %	- %	15%	- %	- %	15%	- %
Growlithe	15%	- %	20%	15%	- %	- %	15%	- %	- %	15%	- %	- %
Ponyta	30%	30%	- %	30%	30%	- %	30%	20%	- %	15%	15%	- %
Ditto	- %	- %	- %	- %	- %	- %	- %	- %	- %	- %	- %	10%
Magmar	- %	- %	- %	- %	- %	- %	- %	10%	- %	- %	5 %	- %

Trainer Battle 7: BLAINE



You can avoid most of the Junior Trainer battles by answering a few simple questions (the answers are, in order, YES, NO, NO, NO, YES, NO), but it's better to fight them for the cash and free EXP. Not that you'll really need it for Blaine; He has some fairly tough Pokémon on his side, but Water-type Pokémon are plentiful, and you can teach the Fire-soaking Surf attack to each and every one of them.

He's a bit tougher in Yellow, so I recommend also using Rock-types like Aerodactyl and Golem, since they're better at surviving Arcanine and Rapidash's brutal Take Down attacks.





If you need more backup versus Blaine, just dig up a couple of low-level Water-types, teach 'em Surf, and throw them into the fray.

POWER PLANT

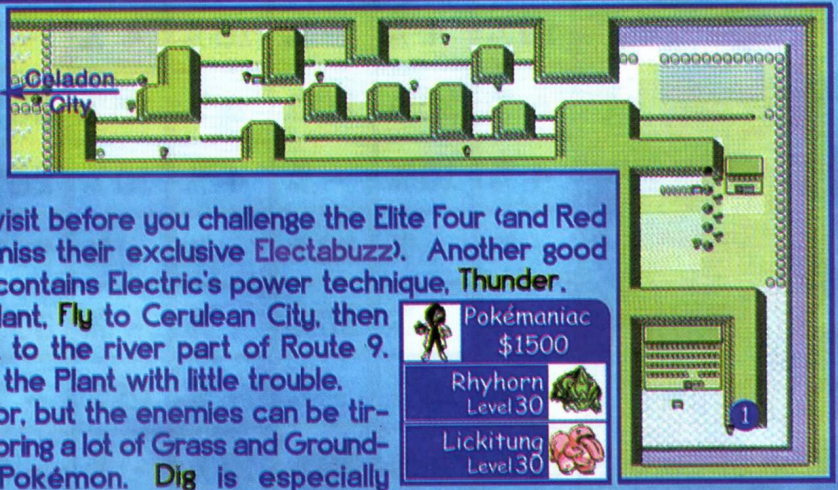


RED VERSION
Catch (in Power Plant):
(≈8) Magnemite
(≈15) Zapdos
(≈25) Electabuzz

BLUE VERSION
Catch (in Power Plant):
(≈8) Magnemite
(≈15) Zapdos

YELLOW VERSION
Catch (in Power Plant):
(≈100) Voltorb
(≈15) Zapdos





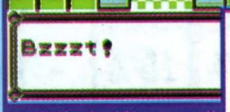
You don't have to beat the Power Plant to win the game, but the single, level 50 Zapdos at the end is incentive enough to make this short dungeon a must-visit before you challenge the Elite Four (and Red players won't want to miss their exclusive Electabuzz). Another good reason is TM 33, which contains Electric's power technique, **Thunder**.

To get the Power Plant, **Fly** to Cerulean City, then head east until you get to the river part of Route 9. Use **Surf**, and you'll find the Plant with little trouble.

There's only one floor, but the enemies can be tiring. Use a **Max Repel** or bring a lot of Grass and Ground-type Pokémon. **Dig** is especially good, taking out just about anything in one hit.

Pokémaniac
$1500
Rhyhorn Level 30
Lickitung Level 30

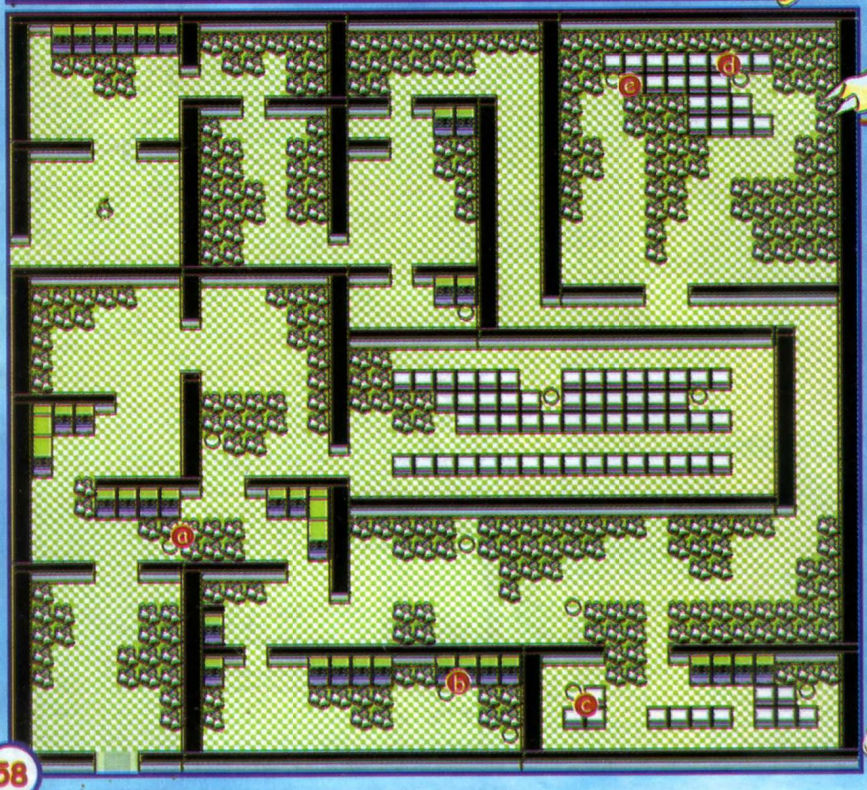




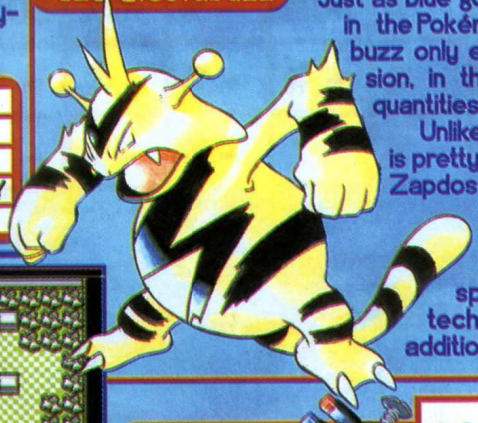
All that glitters isn't gold... Most of these Item Balls are actually Voltorbs. Only pick up the ones that are marked as items in the map!



ⓐ CARBOS
ⓑ TM 33
ⓒ TM 25
ⓓ RARE CANDY
ⓔ HP UP



#125 Electabuzz



Just as Blue got Magmar exclusively in the Pokémon Mansion, Electabuzz only exists in the Red version, in this area, and in small quantities.

Unlike Magmar, Electabuzz is pretty good. Not as good as Zapdos or Jolteon, but if you want to go crazy with the Electric-types, you'll find Electabuzz's speed and powerful techniques a welcome addition to the team.

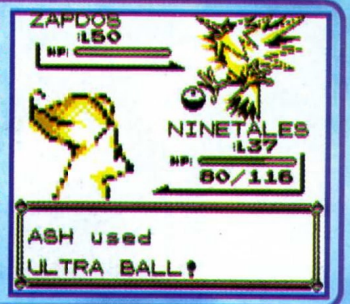
Power Plant

Magnemite	30%	30%	30%
Magneton	10%	10%	20%
Pikachu	20%	20%	- %
Raichu	- %	10%	- %
Grimer	- %	- %	20%
Muk	- %	- %	10%
Voltorb	30%	30%	20%
Electabuzz	10%	- %	- %

#145 Zapdos



Zapdos is incredible. He starts at level 50, learns the most powerful Electric technique (Thunder) at level 51, and has a beneficial mix of types: Lightning lays waste to everything but Ground and Grass, two things the splash of Flying-type gives Zapdos protection against. In fact, Zapdos may be a bit too strong, because he's incredibly difficult to catch. Save before you fight him, or you may accidentally drive away the only one in existence. Then use Ground, or Grass Pokémon (and Rock or Ice techniques, if possible) to knock him as low as you can possibly go without knocking him out. Tangela and other Grassers are especially good here, since they have Sleep techniques to make Zapdos easier to catch. Be forewarned: This could take many tries.



ROUTE 19+20



RED VERSION	BLUE VERSION	YELLOW VERSION
Fish (in Route 19+20):	Fish (in Route 19+20):	-Nothing in this area-
(=116) Horsea	(=116) Horsea	



You could do Seafoam Island dungeon before the Power Plant, but then you'd deprive yourself of the pleasures of tearing through it with Zapdos' powerful lightning blasts.

The Island can be reached by either heading south from Fuchsia or east from Cinnibar. Yellow players will notice a new house on the beach near Fuchsia: This is Pikachu's Beach, where players with a "Surfing Pikachu" (not yet available in the US) can play a surfing mini-game. Nintendo may release new details about this in the future.

1 Beauty $2170
- Poliwag Level 31
- Seaking Level 31
- Seaking Level 31

2 Jr. Trainer♀ $620
- Goldeen Level 31
- Seaking Level 31

3 Beauty $2100
- Shellder Level 30
- Shellder Level 30
- Cloyster Level 30

4 Birdkeeper $750
- Fearow Level 30
- Fearow Level 30
- Pidgeotto Level 30

5 Swimmer $175
- Staryu Level 35

6 Beauty $2100
- Seadra Level 30
- Horsea Level 30
- Seadra Level 30

7 Swimmer $155
- Shellder Level 31
- Cloyster Level 31

8 Swimmer $140
- Horsea Level 28
- Horsea Level 28
- Seadra Level 28
- Horsea Level 28

9 Beauty $1890
- Poliwag Level 27
- Goldeen Level 27
- Seaking Level 27
- Goldeen Level 27
- Poliwag Level 27

10 Beauty $2030
- Staryu Level 29
- Staryu Level 29
- Staryu Level 29

11 Swimmer $135
- Tentacool Level 27
- Tentacool Level 27
- Staryu Level 27
- Horsea Level 27
- Tentacruel Level 27

12 Swimmer $2100
- Goldeen Level 30
- Seaking Level 30

13 Swimmer $145
- Goldeen Level 29
- Shellder Level 29
- Seaking Level 29

14 Swimmer $135
- Horsea Level 27
- Tentacool Level 27
- Tentacool Level 27
- Goldeen Level 27

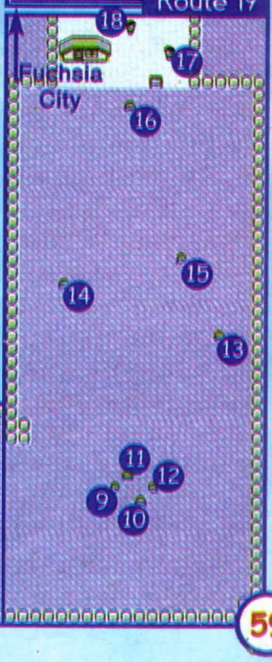
15 Swimmer $150
- Poliwag Level 30
- Poliwhirl Level 30

16 Swimmer $150
- Horsea Level 30
- Horsea Level 30

17 Swimmer $150
- Tentacool Level 30
- Shellder Level 30

18 Swimmer $145
- Goldeen Level 29
- Horsea Level 29
- Staryu Level 29





SEAFOAM ISLAND



RED VERSION	BLUE VERSION	YELLOW VERSION
(=86) Seel	(=86) Seel	(=86) Seel
(=144) Articuno	(=144) Articuno	(=144) Articuno



1 Jr. Trainer ♀ $600
- Tentacool Level 30
- Horsea Level 30
- Seel Level 30

2 Beauty $2450
- Seaking Level 35





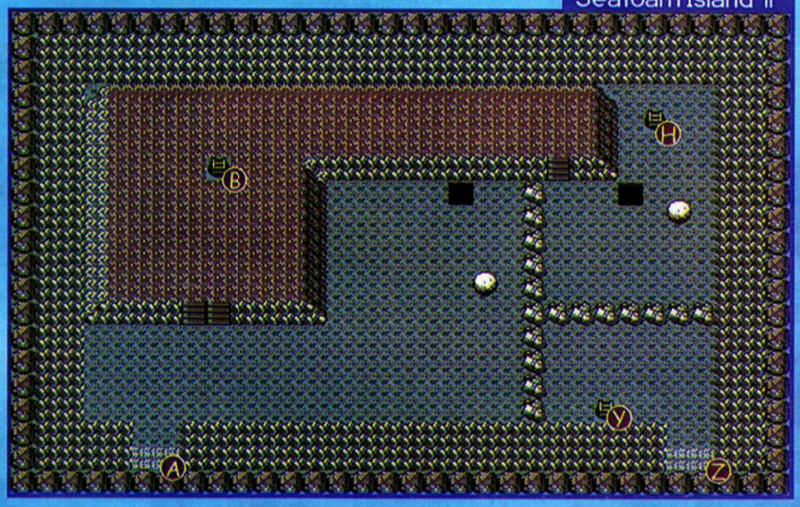
Don't even enter Seafoam Island unless you have a Pokémon who knows the Strength technique. You'll need his might to knock the two sets of boulders on 1F and B3 into the lower floors, blocking the current so you can swim safely.

The two boulders on 1F block the current on level B3, which makes it easier to get around but is not necessary for catching Articuno, the only actual prize in this dungeon. It's the two on B3 that are important: Knock the other boulders out of the way so you can get to the ones in line with the holes (if you mess up, leave this floor and they'll reset), then jump in after them, swim to the island in the Northwest, and save the game before you fight Articuno. You should bring a lot of Ultra Balls, but this fight will be much easier than the last one, thanks to Zapdos' ability to knock Articuno near the red zone with just two Thunder Shocks.

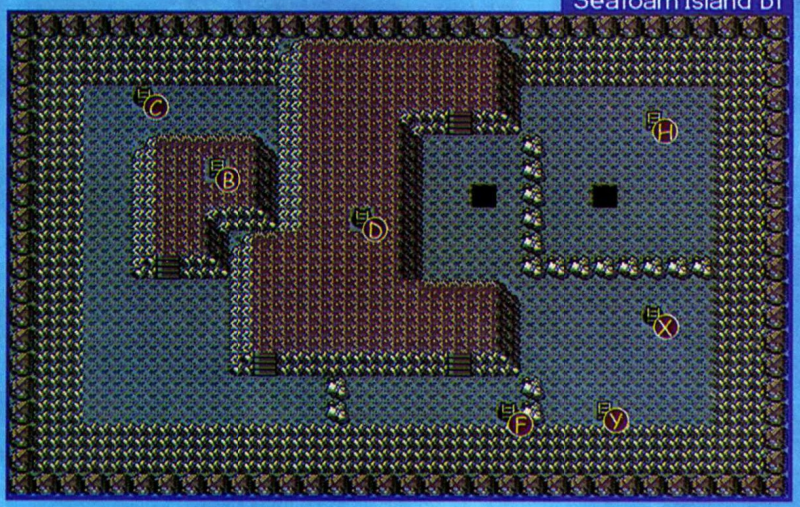




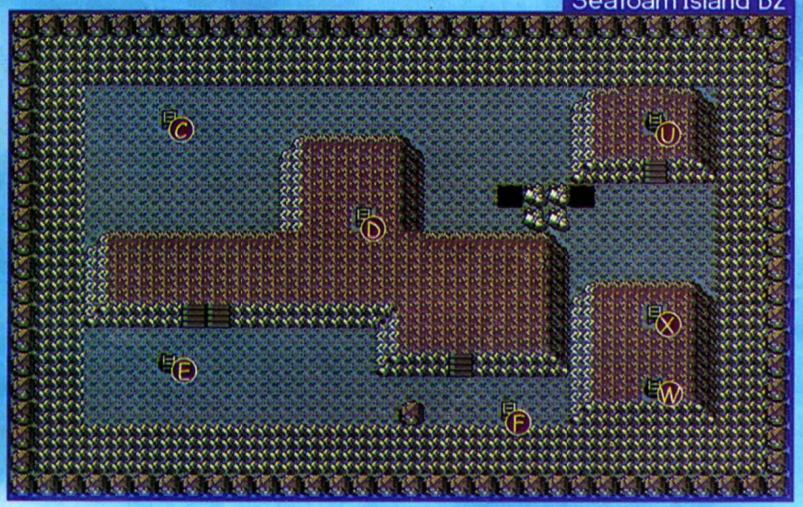
Seafoam Island 1F



Seafoam Island B1



Seafoam Island B2





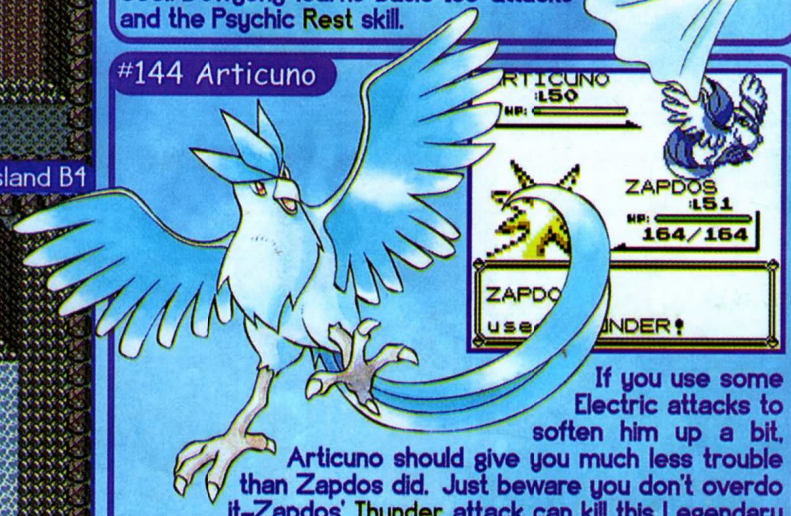


#87 Dewgong



You can catch the fairly uncommon Dewgong (and his goofy, unevolved form, Seel) in Seafoam Island, but it's unlikely you'd find much use for one. They're not bad Pokémon, it's just that there are so many Water and Ice-types at this point, that you'd have to bump something really good, like a Cloyster or Articuno, to use this one. Seel/Dewgong learns basic Ice attacks and the Psychic Rest skill.

#144 Articuno



If you use some Electric attacks to soften him up a bit, Articuno should give you much less trouble than Zapdos did. Just beware you don't overdo it–Zapdos' Thunder attack can kill this Legendary Bird in one shot! Once he's in the red zone, it could still take dozens of tries before Articuno goes quietly into a Poké Ball, so try to put him to Sleep or Paralyze him if possible.

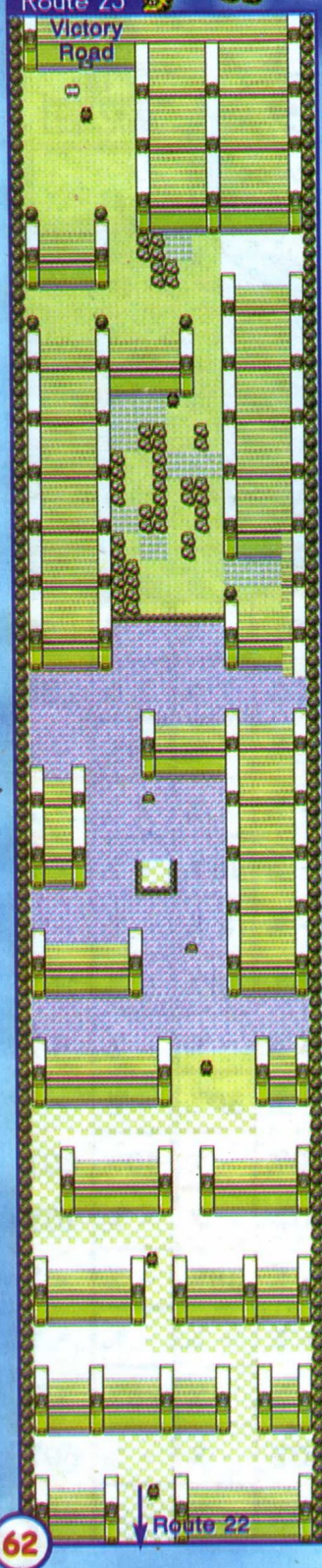
Like Zapdos, level 50 Ice/Flyer Articuno has strong stats and learns his best technique (Blizzard) at level 51.

	Seafoam 1F			Seafoam B1			Seafoam B2			Seafoam B3			Seafoam B4		
Zubat	10%	10%	45%	- %	- %	40%	- %	- %	34%	- %	- %	30%	- %	- %	25%
Golbat	4 %	4 %	5 %	- %	- %	12%	4 %	4 %	16%	- %	- %	20%	2 %	2 %	25%
Psyduck	4 %	20%	- %	- %	10%	- %	- %	24%	- %	- %	38%	- %	- %	18%	- %
Golduck	2 %	- %	- %	- %	- %	- %	- %	- %	- %	- %	- %	- %	- %	2 %	- %
Slowpoke	20%	4 %	15%	15%	- %	10%	22%	- %	8 %	38%	- %	- %	18%	- %	- %
Slowbro	- %	2 %	- %	- %	- %	- %	2 %	- %	2 %	- %	- %	- %	2 %	- %	- %
Seel	20%	20%	- %	15%	15%	4 %	38%	38%	10%	25%	25%	16%	10%	10%	16%
Dewgong	- %	- %	- %	4 %	4 %	- %	- %	- %	- %	2 %	2 %	4 %	- %	- %	4 %
Shellder	20%	- %	- %	12%	12%	- %	10%	10%	- %	15%	- %	- %	30%	- %	- %
Krabby	- %	20%	35%	- %	35%	30%	- %	20%	20%	- %	14%	20%	- %	40%	20%
Kingler	- %	- %	- %	- %	4 %	4 %	- %	- %	10%	- %	6 %	10%	- %	- %	10%
Horsea	20%	- %	- %	30%	- %	- %	20%	- %	- %	14%	- %	- %	38%	- %	- %
Seadra	- %	- %	- %	4 %	- %	- %	- %	- %	- %	6 %	- %	- %	- %	- %	- %
Staryu	- %	20%	- %	20%	20%	- %	4 %	4 %	- %	- %	15%	- %	- %	28%	- %
Tentacool	- %	- %	- %	- %	- %	- %	- %	- %	- %	- %	- %	60%	- %	- %	60%
Staryu	- %	- %	- %	- %	- %	- %	- %	- %	- %	- %	- %	40%	- %	- %	40%

VIRIDIAN CITY



RED VERSION	BLUE VERSION	YELLOW VERSION
-None in this area-	-None in this area-	-None in this area-





Trainer Battle 8: GIOVANNI

With Blaine out of the way, only one Gym remains. That's the one in Viridian City that has been locked up until this point. Inside waits your nemesis, Giovanni.

The hardest trainer yet? Not likely, since the same Water-type Pokémon you trained to defeat Blaine can walk all over Giovanni's Ground-types. In Blue and Red, a single Cloyster, Squirtle or other high-30's level Water Pokémon can take everything Giovanni throws at you by just using Surf over and over.

Things are a bit trickier in Yellow, with higher-level opponents and a Normal-type Persian tossed in to trip you up. Still, stick with Water for the other four and you'll do fine. Your prize is the final Badge (Earth) and TM 27 (Fissure, a Ground version of the inaccurate, one-hit K.O. Guillotine attack).

1. Karate King $1000
   - Machop Level 40
   - Machoke Level 40
2. Cooltrainer ♂ $1365
   - Sandslash Level 39
   - Dugtrio Level 39
3. Tamer $1720
   - Rhyhorn Level 43
4. Cooltrainer ♂ $1505
   - Rhyhorn Level 43

ⓐ REVIVE

5. Karate King $950
   - Machoke Level 38
   - Machop Level 38
   - Machoke Level 38
6. Tamer $1560
   - Arbok Level 39
   - Tauros Level 39
7. Karate King $1075
   - Machoke Level 43
8. Cooltrainer ♂ $1365
   - Nidorino Level 39
   - Nidoking Level 39



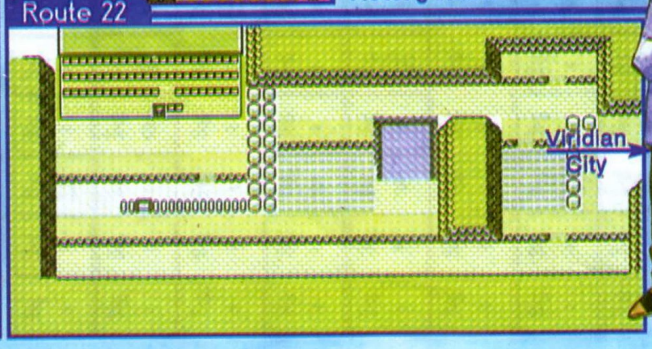
GIOVANNI $4950/5445

- Rhyhorn Level 45
- Dugtrio Level 42
- Nidoqueen Level 43
- Nidoking Level 45
- Rhydon Level 50
- Dugtrio Level 50
- Persian Level 53
- Nidoqueen Level 53
- Nidoking Level 55
- Rhydon Level 55



With the Earth Badge in your posession, nothing's stopping you from entering the Indigo Plateau, the challenge grounds of the greatest trainers of all, the Elite Four. The path there is through Routes 22 + 23, but first you'll have to fight your other clueless nemesis, Gary.

Bring a diverse party to take him down, then go back to the Viridian City Poké Center to heal. you'll need your strength for Victory Road.



Rival Battle #7



Pidgeot Level 47	Sandslash Level 47
Rhyhorn Level 45	Exeggcute Level 45
Growlithe Level 45	Ninetales Level 45
Exeggcute Level 47	Cloyster Level 47
Alakazam Level 50	Alakazam Level 50
Blastoise, Venusaur or Charizard Level 53	Vaporeon, Jolteon, or Flareon Level 53



VICTORY ROAD

RED VERSION	BLUE VERSION	YELLOW VERSION
Catch (in Victory Road): (#146) Moltres	Catch (in Victory Road): (#146) Moltres	Catch (in Victory Road): (#146) Moltres



Victory Road is a lot like Seafoam Island. Once again, you'll need a Pokémon with **Strength**, and you'll need to do a lot of pushing rocks around. This time, there's a twist: The rocks must be pushed onto eye-shaped switches, which then makes those weird little red and white blocks disappear.

The first few are easy, if you're careful not to get the blocks stuck against a wall. But when you get down to level 3, you'll need to push a block all the way from one side of the dungeon to the other. Then loop around to the bottom, and push the next block down the hole to level 2, to open the final switch.



You'll need a strong and versatile team to handle the many Junior Trainers here, but go heavy on Water Pokémon for the random encounters and Moltres.



To get a rock onto the switch in level 2F, you'll need to push it into the hole in level 3F, and then jump down after it. Once you kick it all the way to the switch, you'll open the path to the dungeon's exit.

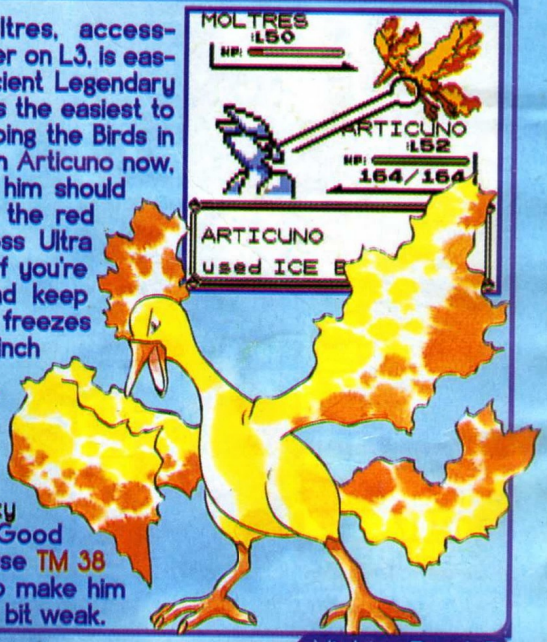


There's an interesting puzzle on level 1F. To get one of these items, you need to push the rock so that it's blocking the other. The only way to get both is to leave and come back, resetting the stone.

#146 Moltres

Moltres, accessable through the "C" ladder on L3, is easily the worst of the Ancient Legendary Birds. But fortunately, he's the easiest to catch. If you've been doing the Birds in order, you should have an Articuno now, and one **Ice Blast** from him should put Moltres directly into the red zone. Now you can toss Ultra Balls until you get a hit (if you're having trouble, reset and keep trying until the Ice Blast freezes Moltres, making him a cinch to catch).

Why is he the worst? Because unlike Zapdos and Articuno, he never learns his type's best skill, although he does learn **Sky Attack** at Level 60. Good stats, but you'll need to use TM 38 to teach him **Fire Blast** to make him truly useful. Also, Fire is a bit weak.



Victory Road 1F

Zubat	15%	15%	20%
Golbat	5 %	5 %	- %
Geodude	20%	20%	60%
Graveler	4 %	4 %	10%
Machop	20%	20%	- %
Machoke	4 %	4 %	- %
Onix	30%	30%	10%
Marowak	2 %	2 %	- %

1
- Cooltrainer ♀ $1540
- Persian Level 44
- Ninetales Level 44

2
- Cooltrainer ♂ $1470
- Ivysaur Level 42
- Wartortle Level 42
- Charmeleon Level 42
- Charizard Level 42

ⓐ RARE CANDY
ⓑ TM 47



Victory Road 2F

Zubat	15%	15%	13%
Golbat	5 %	5 %	13%
Geodude	20%	20%	43%
Graveler	5 %	5 %	13%
Machop	20%	20%	- %
Machoke	5 %	5 %	5 %
Onix	25%	25%	13%
Marowak	5 %	5 %	- %

Victory Road 3F

Zubat	15%	15%	- %
Golbat	5 %	5 %	20%
Geodude	20%	20%	45%
Graveler	5 %	5 %	15%
Machop	5 %	5 %	- %
Machoke	20%	20%	10%
Onix	20%	20%	10%
Venomoth	10%	10%	- %

3 Karate King $1075
- Machoke Level 43
- Machop Level 43
- Machoke Level 43

4 Juggler $1435
- Drowzee Level 41
- Hypno Level 41
- Kadabra Level 41
- Kadabra Level 41

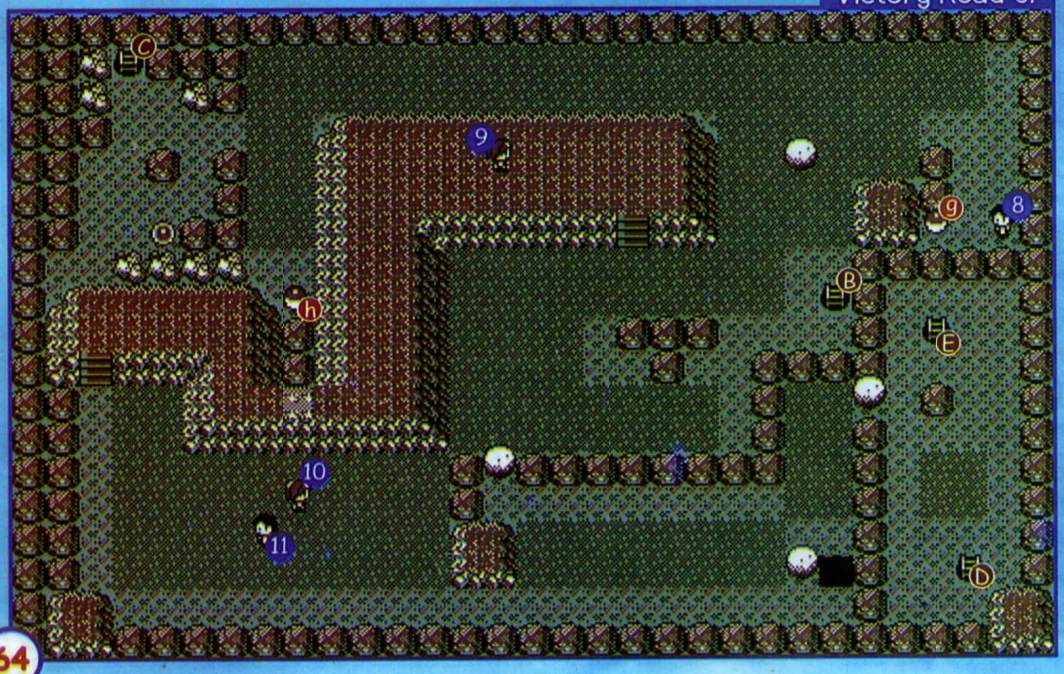
5 Tamer $1365
- Persian Level 44
- Golduck Level 44

6 Juggler $1680
- Mr. Mime Level 43

7 Pokémaniac $2000
- Charmeleon Level 40
- Lapras Level 40
- Lickitung Level 40

- (c) TM 05
- (d) FULL HEAL
- (e) TM 17
- (f) GUARD SPEC





8 Cooltrainer ♂ $1505
- Exeggutor Level 43
- Cloyster Level 43
- Arcanine Level 43

9 Cooltrainer ♀ $1505
- Parasect Level 43
- Dewgong Level 43
- Chansey Level 43

10 Cooltrainer ♀ $1505
- Bellsprout Level 43
- Weepinbell Level 43
- Victreebell Level 43

11 Cooltrainer ♂ $1505
- Kingler Level 43
- Tentacruel Level 43
- Blastoise Level 43

- (g) MAX REVIVE
- (h) TM 47

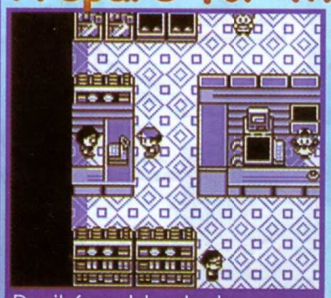


INDIGO PLATEAU

RED VERSION	BLUE VERSION	YELLOW VERSION
-None in this area-	-None in this area-	-None in this area-

Prepare for the Final Battle!

The Elite Four are just ahead, and the Poké Center at Indigo Plateau is your last chance to buy supplies and prepare your roster.



Don't forget to stock up on supplies! The Mart here sells Full Restores, which fix negative conditions and heal your Pokémon, at a pricey $3,000 each. Also buy Revives, Full Heals, and Max Potions if you can afford them. If not, go to Celadon City and look for cheaper alternatives, like Lemonade and Paralyz Heals.

Each of the Elite Four has a bench of five Pokémon, all in the level 50's. Still, you can beat them with Pokémon as low as the high-30's if you plan to exploit their weaknesses. My dream team, shown here, does this very effectively: Since many have two different types, this team gives me two Electric Pokémon (absolutely crucial for defeating Lorelei's Water Pokémon, and the other trainers' many Flyers), two Water Pokémon (for soaking Bruno's Rock army and putting out some of Gary's Fire), two Flying Pokémon (great against Agatha's Ghosts and Bruno's Fighters), two Ice Pokémon (for Lance's Dragons, Flyers, and Ground Pokémon), and two Psychics to help with the Fighters and Gary's Alakazam.

This team is just a suggestion. Good alternatives for your own include Gyarados (Water + Flying), Lapras (Water + Ice), Starmie (Water + Psychic), Blastoise (Water), and Raichu (Electric). Useful Pokémon of other types include Parasect (Grass + Bug), Dugtrio (Ground), and Hitmonlee (Fighting).

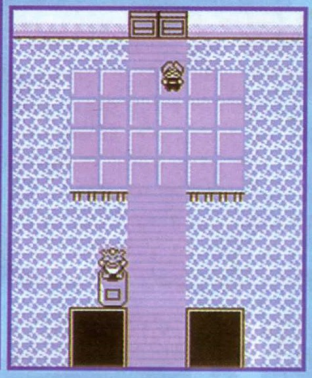


LORELEI

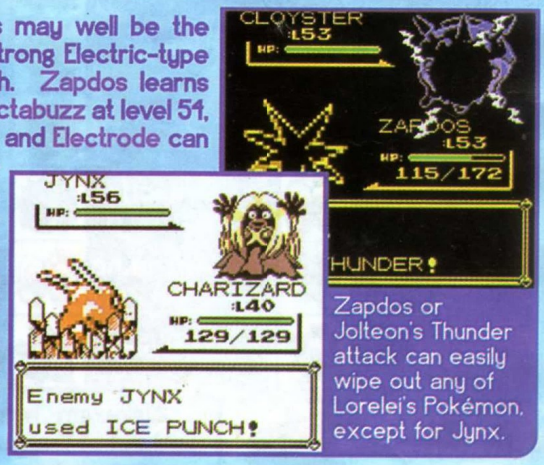


LORELEI
$5544

- Dewgong Level 54
- Cloyster Level 53
- Slowbro Level 54
- Jynx Level 56
- Lapras Level 56



The first of the four trainers may well be the toughest... Although if you have strong Electric-type attackers, that's not saying much. Zapdos learns Thunder at level 51, Joleon and Electabuzz at level 54, Pikachu at level 43, and Magneton and Electrode can learn it from TM 25... So there's no excuse not to have at least one fight with this incredible attack that's capable of wiping out four of Lorelei's five attackers with one shot each. The exception is pesky Ice/Psychic hybrid Jynx. A Fire Pokémon with Fireblast can take her down, but the risk of an Ice Punch is high. So use a Fighter or just waste *two* Thunders.



Zapdos or Jolteon's Thunder attack can easily wipe out any of Lorelei's Pokémon, except for Jynx.

BRUNO

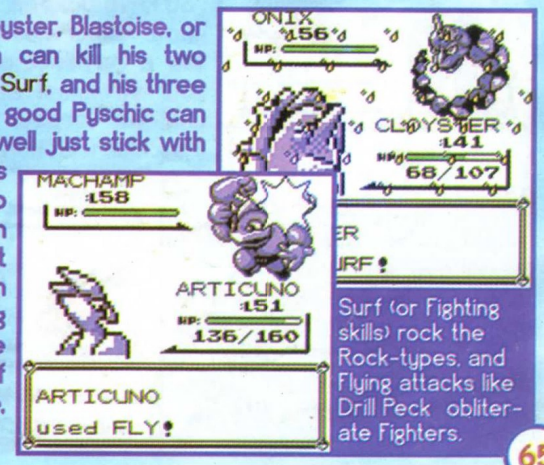


BRUNO
$5742

- Onix Level 53
- Hitmonchan Level 55
- Hitmonlee Level 55
- Onix Level 56
- Machamp Level 58



Bruno is kind of a joke. A Cloyster, Blastoise, or any other Water-type Pokémon can kill his two Onyxes in one shot by just using Surf, and his three fighters aren't much tougher. A good Pyschic can wipe them out, but you might as well just stick with Zapdos. His Drill Peck shreds Fighters, and he always gets to go first, allowing him to knock them out before they can even attempt to fight back. Zapdos is just such an incredible Pokémon for fighting the Elite Four! If you don't have one already, you must go get one, and if something happens to it in battle, don't be stingy with the Revives.



Surf (or Fighting skills) rock the Rock-types, and Flying attacks like Drill Peck obliterate Fighters.

AGATHA

AGATHA $5940
Gengar Level 56
Golbat Level 56
Haunter Level 55
Arbok Level 58
Gengar Level 60



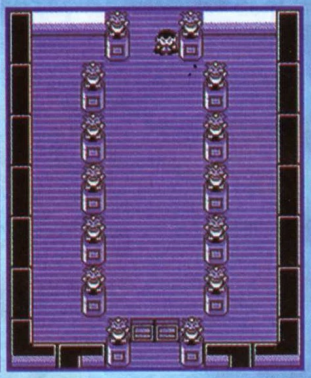
Agatha could be one of your tougher opponents if she didn't fight so poorly (despite her claims to the contrary) by wasting turns using Dream Eater against awake opponents and switching her Pokémon basically at random. The two Gengars and the Haunting are weak to Psychics, but once again Zapdos and other Flyers may be the best. Who knew Drill Peck could take out a level 60 Gengar in two hits? Golbat is just begging for a bit of Thunder from one of your Electric-types, and Arbok is definitely Psychic bait. But if you're missing out on either of those, any strong fighters will do.



Confuse Ray gets annoying quickly, so take the Gengars out quickly with Flying or Psychic skills.

LANCE

LANCE $6138
Gyarados Level 58
Dragonair Level 56
Dragonair Level 56
Aerodactyl Level 60
Dragonite Level 62



Lance's Dragonairs and Dragonite may be your first experience with Dragon-types, so here's all you need to know: Dragons can't stand Ice. Blizzard may even be overkill, since Ice Beam usually means defeat in a single turn. That's why I always pack an Articuno or high-level Cloyster. Cloyster may be the better choice, since he can quickly Surf the Aerodactyl out of the game, too, making him an effective choice against Lance's last four fighters. As for Lance's Gyarados, let's see... Flying *and* Water types? That means *quadruple* damage from Electric attacks. I love you, Zapdos.





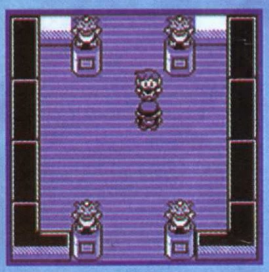
Ice for the Dragons, Surf for Aerodactyl, and Thunder for Gyarados. It's just that simple.

GARY (v.1) $6435
Pidgeot Level 61
Alakazam Level 59
Rhydon Level 61
Arcanine Level 61
Exeggutor Level 63
Blastoise Level 65

GARY (v.2) $6435
Pidgeot Level 61
Alakazam Level 59
Rhydon Level 61
Gyarados Level 61
Arcanine Level 63
Venusaur Level 65

GARY (v.3) $6435
Pidgeot Level 61
Alakazam Level 59
Rhydon Level 61
Exeggutor Level 61
Gyarados Level 63
Charizard Level 65

FINAL BATTLE



The final three slots of Gary's bench vary depending on which Pokémon (or Eevee form) he chose earlier. So if you remember which Pokémon he's used in the past, you can find his roster on this page and prepare a bench to beat it.

The Zapdos you may already have is great against the Pidgeot and Gyarados (or Blastoise) in Blue/Red, as well as the Cloyster or Vaporeon in Yellow. And anything with Surf can wipe out the Blue/Red Rhydon or Yellow Sandslash, plus the Fire-type Arcanine, Ninetales, Charizard or Flareon. Ice attacks beat Venusaur and the terribly weak Exeggutor, so your only real worries are the Alakazam, and the Electric-types in Yellow (Jolteon is especially nasty).



Alakazam is probably the toughest of Gary's Pokémon. If you have Jolteon, Pin Needle is good. Otherwise you'll have to use a Parasect or just throw your strongest attacks at him until he forgets to Recover (Psychics with non-Psychic abilities, like Slowbro, are also good).



Jolteon and Magneton are weak against Ground-types, so Dugtrio (or anyone with Dig) is good, but your own Jolteon or Zapdos can do well by sticking to their non-Electric attacks.

GARY (v.1) $6435
Sandslash Level 61
Alakazam Level 59
Exeggutor Level 61
Cloyster Level 61
Ninetales Level 63
Jolteon Level 65

GARY (v.2) $6435
Sandslash Level 61
Alakazam Level 59
Exeggutor Level 61
Magneton Level 61
Cloyster Level 63
Flareon Level 65

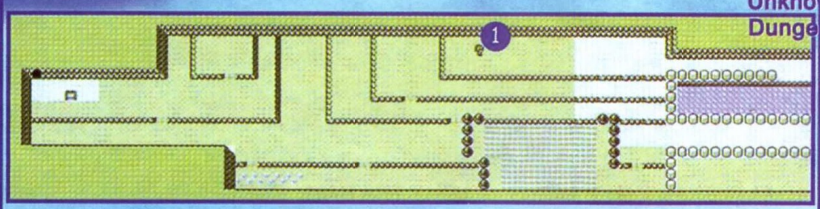
GARY (v.3) $6435
Sandslash Level 61
Alakazam Level 59
Exeggutor Level 61
Ninetales Level 61
Magneton Level 63
Vaporeon Level 65

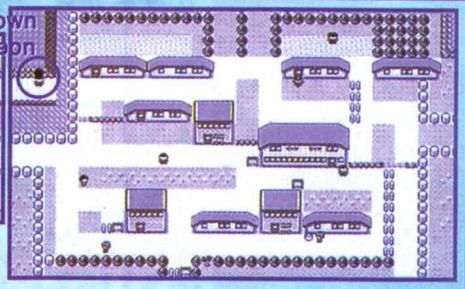
UNKNOWN DUNGEON



RED VERSION	BLUE VERSION	YELLOW VERSION
Catch (in Un. Dungeon):	Catch (in Un. Dungeon):	Catch (in Un. Dungeon):
(#150) Mewtwo	(#150) Mewtwo	(#150) Mewtwo
		(#108) Lickitung













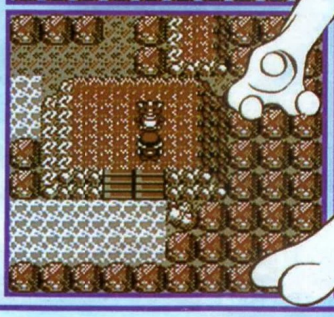
The game's not over quite yet. After the ending, the game will automatically be saved. Load it up any time afterwards and you'll find yourself where it all began, at your home in Pallet Town.

Nothing has changed anywhere in the world, except for one small detail. The guy standing outside of the cave right outside of Route 1 is gone, and you can now enter the game's final dungeon. To get there, you'll need to go up to Route 21 and Surf to the south.

The only real treasure in this cave is Mewtwo, the Pokémon that awaits at the end, a la Zapdos, Articuno, and Moltres. He's even harder to catch than those three, though, so hit a Poké Center first and get out that Master Ball. In addition to Mewtwo, the Unknown Dungeon is one last opportunity to catch some rare Pokémon and fill up your Poké-Dex. You can get Pokémon that were previously only available in the Safari Zone, like Chansey and Rhyhorn, as well as evolved forms of more common Pokémon.

The dungeon's layout differs drastically between the Red/Blue and Yellow game paks, so we've presented both versions on the following pages. Getting to the end is easier in Red/Blue, where you can go straight to Point E, then to F and G. Yellow players will need to hit each and every ladder from A to G in order.



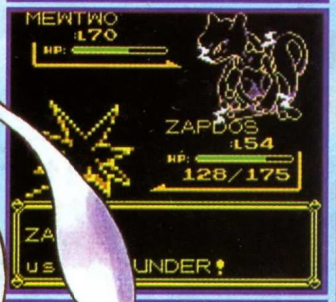


#150 Mewtwo

Not only is Mewtwo the strongest Pokémon in the game, but he starts at level 70. So if you're trying to catch him with Ultra Balls, the experience will make catching Zapdos seem like a picnic by comparison. You can whittle him down with power techniques like Thunder and Blizzard, but he might just Recover all that health back. He's weak to Bug attacks, but most Bug Pokémon don't actually learn any Bug attacks beyond Leech Life. Beedrill and Jolteon both learn Pin Missile, which is pretty good, but Mewtwo's Psychic attack will lay waste to just about any Pokémon except for other Psychics. It's a tough fight, but it won't matter if you still have that Master Ball... Just toss it on turn one and start thinking of nicknames for your new pet.

Mewtwo is simply the best Pokémon in the game, with phenomenal stats in every category.







Red/Blue Version

Blue/Red 2F

Venomoth	20%	20%
Dodrio	20%	20%
Kadabra	8 %	8 %
Electrode	12%	12%
Marowak	12%	12%
Rhydon	8 %	8 %
Wigglytuff	8 %	8 %
Chansey	4 %	4 %
Ditto	8 %	8 %



ⓐ FULL RESTORE ⓑ PP UP ⓒ ULTRA BALL

Blue/Red 1F

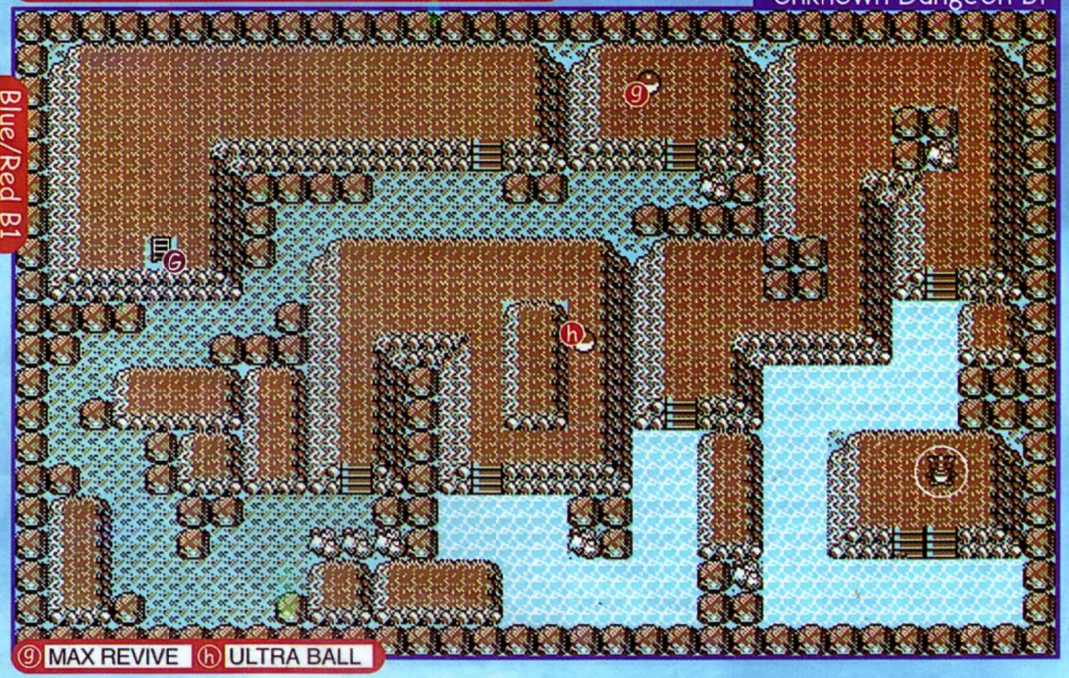
Golbat	16%	16%
Hypno	18%	18%
Magneton	16%	16%
Sandslash	- %	6 %
Parasect	6 %	6 %
Raichu	6 %	6 %
Arbok	6 %	- %
Venomoth	10%	10%
Dodrio	10%	10%
Kadabra	6 %	6 %
Ditto	6 %	6 %



ⓓ NUGGET ⓔ MAX ELIXER ⓕ FULL RESTORE

Blue/Red B1

Marowak	18%	18%
Rhydon	16%	16%
Electrode	14%	14%
Sandslash	- %	4 %
Parasect	12%	12%
Raichu	12%	12%
Arbok	4 %	- %
Chansey	12%	12%
Ditto	12%	12%



ⓖ MAX REVIVE ⓗ ULTRA BALL

Yellow Version

Yellow 2F

Sandslash	10%
Golbat	36%
Gloom	10%
Weepinbell	10%
Graveler	10%
Rhyhorn	8 %
Rhydon	8 %
Ditto	8 %

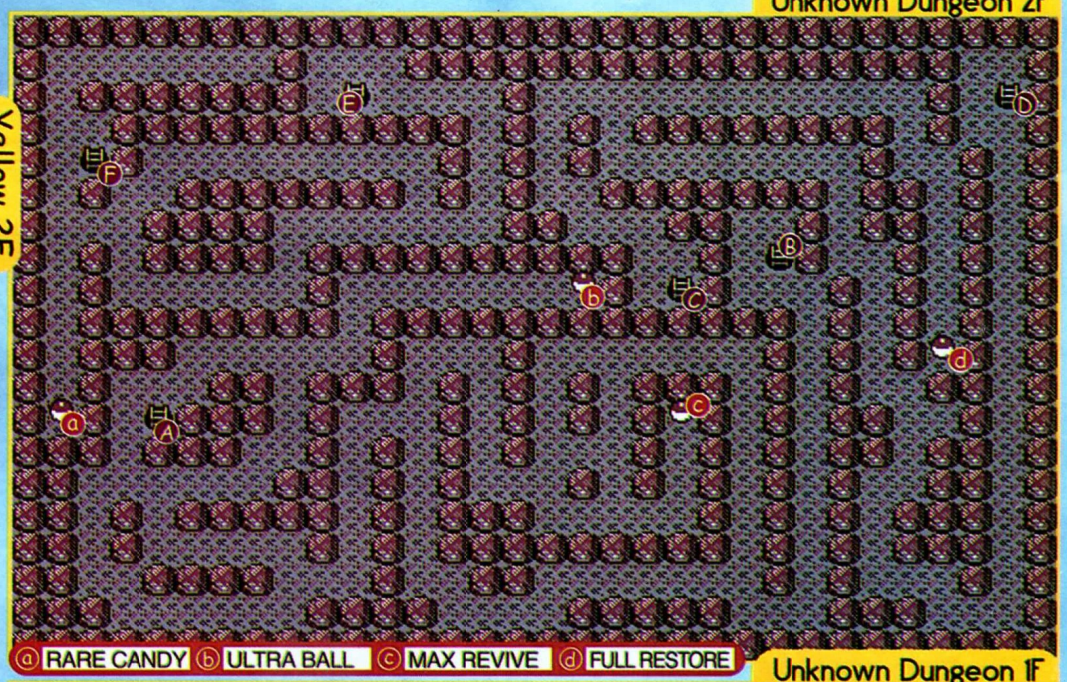
Yellow 1F

Sandslash	6 %
Golbat	40%
Gloom	14%
Weepinbell	12%
Graveler	14%
Parasect	8 %
Venomoth	8 %
Ditto	8 %

Yellow B1

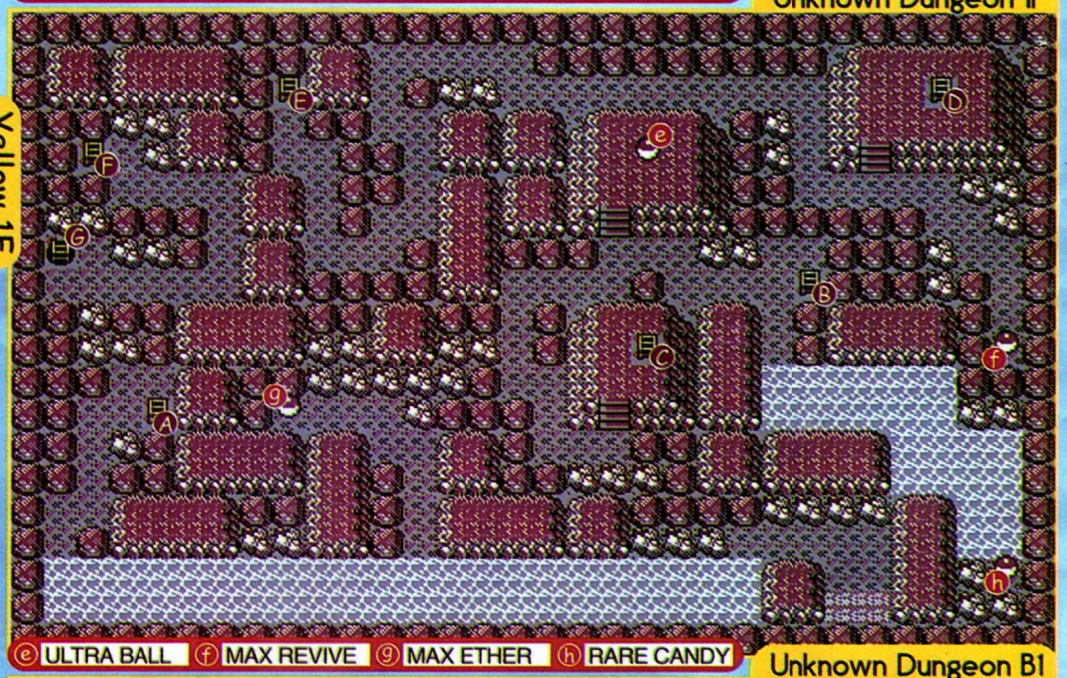
Golbat	36%
Graveler	16%
Ditto	12%
Rhyhorn	10%
Rhydon	10%
Chansey	8 %
Lickitung	8 %

Unknown Dungeon 2F



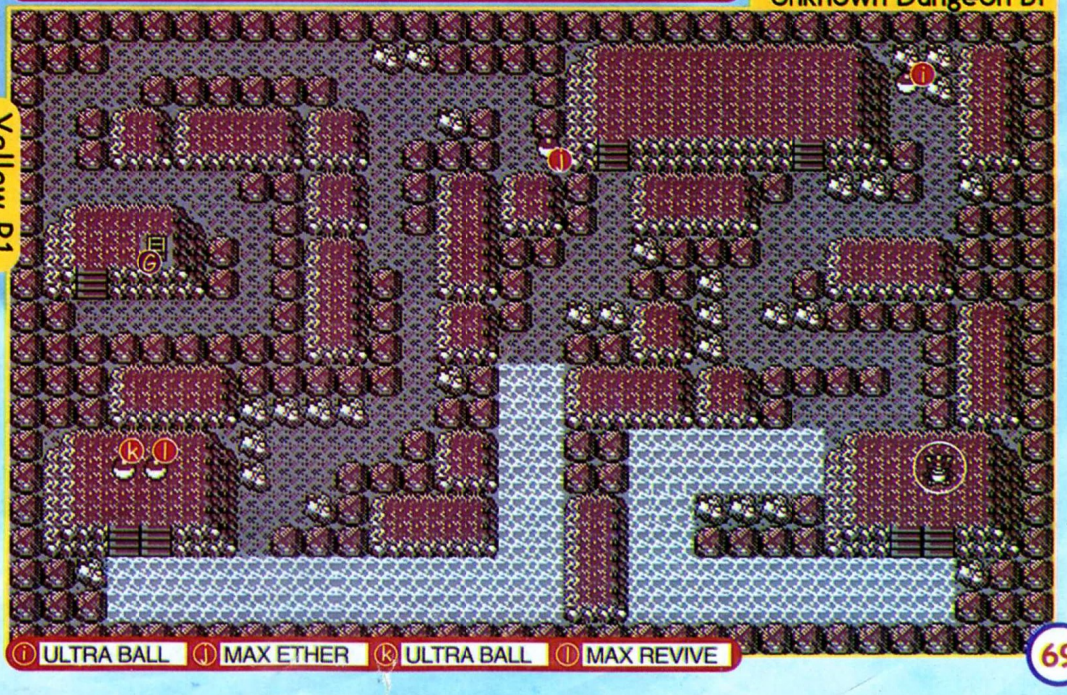
ⓐ RARE CANDY ⓑ ULTRA BALL ⓒ MAX REVIVE ⓓ FULL RESTORE

Unknown Dungeon 1F



ⓔ ULTRA BALL ⓕ MAX REVIVE ⓖ MAX ETHER ⓗ RARE CANDY

Unknown Dungeon B1



ⓘ ULTRA BALL ⓙ MAX ETHER ⓚ ULTRA BALL ⓛ MAX REVIVE

PokéDex



How to Use the PokéDex

Name, Number and Types

All fairly obvious stuff here. The Pokémon are listed in numerical order, the same order in which they appear in the game's PokéDex. The types of each Pokémon are listed beneath their name.

Pokémon Stats

We caught an average version of each Pokémon at the lowest level possible, then leveled them up to level 100. These numbers represent each Pokémon's average stats at level 100. For your perusing convenience, they've also been plotted on bar graphs.

TM & HM Chart

This box lists all of the TM's and HM's, with the ones this Pokémon can learn highlighted in black. Ones that match his type and will earn that Pokémon a damage bonus, like Toxic, are highlighted in red.



Where You Can Find This Pokémon

These three boxes, one for each version of the game, list the best locations to catch, find, trade for or fish up this Pokémon at various levels. This isn't an exhaustive list, but we did try to include both the earliest chance to get a Pokémon, and the place where you can find them at the lowest level.

Evolutionary Pattern

Beneath the art is the sequence of evolution for each Pokémon. As you can see, this Pokémon is a Nidoran at level 0, evolves into a Nidorino at level 16, and into a Nidoking when you use a Moon Stone.

Techniques Comparison Chart

These charts list every technique this Pokémon can learn, and the level at which they learn it. Since Nidorans have been remixed in the Yellow version, the chart also lists the levels at which they learn their skills in that version, highlighted in yellow.

As you can see, there are three columns, representing the levels at which each of the three evolutions of Nidorans learn their skills. This is to help you decide when you want to evolve your Pokémon.

Beneath each skill is a brief description. You can find more detailed descriptions in the Techniques Appendix, listing not only the Strength, but also the Accuracy and number of PP points for each technique. Some of the abbreviations may be a bit confusing: For an attack like Poison Sting ("Attack (Str.15), Poisons 20%") the attack has a strength of 15 and poisons your opponent as an added effect 20% of the time.

#1 BULBASAUR



TYPE 1	TYPE 2
Grass	Poison

HP	230
ATTACK	130
DEFENSE	130
SPEED	130
SPECIAL	170

0 Bulbasaur | 16 Ivysaur | 36 Venusaur

Red Version	Blue Version	Yellow Version
L5: Chose as starter	L5: Chose as starter	L10: Given to you in Cerulean City.

Techniques:

Tackle	Start		
Normal • Attack (Strength 35)			
Growl	Start		
Normal • Lowers Attack of opponent			
Leech Seed	7	7	7
Grass • Drains enemy HP each turn			
Vine Whip	13	13	13
Grass • Attack (Strength 35)			
Poison Powder	20	22	22
Poison • Poisons opponent			
Razor Leaf	27	30	30
Grass • Attack (Strength 55)			
Growth	31	38	43
Normal • Raises your Special			
Sleep Powder	41	46	55
Grass • Puts opponent to Sleep			
Solar Beam	48	54	65
Grass • 2-turn attack (Strength 120)			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#2 IVYSAUR



TYPE 1	TYPE 2
Grass	Poison

HP	260
ATTACK	160
DEFENSE	160
SPEED	160
SPECIAL	200

0 Bulbasaur | 16 Ivysaur | 36 Venusaur

Red Version	Blue Version	Yellow Version
Evolve from Bulbasaur	Evolve from Bulbasaur	Evolve from Bulbasaur

Techniques:

Tackle	Start		
Normal • Attack (Strength 35)			
Growl	Start		
Normal • Lowers Attack of opponent			
Leech Seed	7	7	7
Grass • Drains enemy HP each turn			
Vine Whip	13	13	13
Grass • Attack (Strength 35)			
Poison Powder	20	22	22
Poison • Poisons opponent			
Razor Leaf	27	30	30
Grass • Attack (Strength 55)			
Growth	31	38	43
Normal • Raises your Special			
Sleep Powder	41	46	55
Grass • Puts opponent to Sleep			
Solar Beam	48	54	65
Grass • 2-turn attack (Strength 120)			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#3 VENUSAUR



TYPE 1	TYPE 2
Grass	Poison

HP	300
ATTACK	200
DEFENSE	200
SPEED	200
SPECIAL	210

0 Bulbasaur | 16 Ivysaur | 36 Venusaur

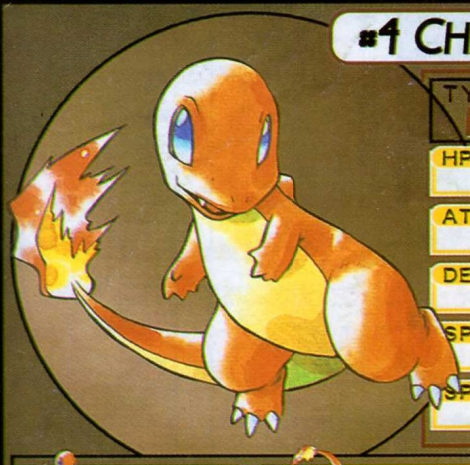
Red Version	Blue Version	Yellow Version
Evolve from Ivysaur	Evolve from Ivysaur	Evolve from Ivysaur

Techniques:

Tackle	Start		
Normal • Attack (Strength 35)			
Growl	Start		
Normal • Lowers Attack of opponent			
Leech Seed	7	7	7
Grass • Drains enemy HP each turn			
Vine Whip	13	13	13
Grass • Attack (Strength 35)			
Poison Powder	20	22	22
Poison • Poisons opponent			
Razor Leaf	27	30	30
Grass • Attack (Strength 55)			
Growth	31	38	43
Normal • Raises your Special			
Sleep Powder	41	46	55
Grass • Puts opponent to Sleep			
Solar Beam	48	54	65
Grass • 2-turn attack (Strength 120)			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#4 CHARMANDER



TYPE 1	TYPE 2
Fire	–

HP	200
ATTACK	120
DEFENSE	110
SPEED	140
SPECIAL	110

Charmander (1) → Charmeleon (16) → Charizard (36)

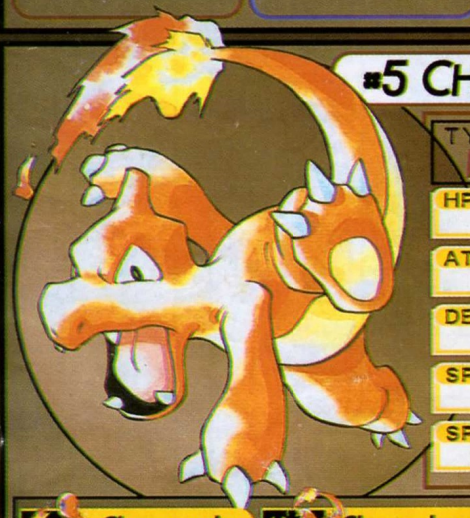
Red Version	Blue Version	Yellow Version
L5: Chose as starter	L5: Chose as starter	L10: Given to you in Route 21.

Techniques:

Scratch	Start		
Normal • Attack (Strength 40)			
Growl	Start		
Normal • Lowers Attack of opponent			
Ember	9	9	9
Fire • Attack (Str. 40), Burns 10%			
Leer	15	15	15
Normal • Lowers Def. of opponent			
Rage	22	21	21
Normal • Attack every turn (Str. 20)			
Slash	30	33	36
Normal • Attack (Strength 70)			
Flamethrower	38	12	16
Fire • Attack (Str. 95), Burns 10%			
Fire Spin	16	56	55
Fire • Attack 2-5 times (Str.15)			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#5 CHARMELEON



TYPE 1	TYPE 2
Fire	–

HP	240
ATTACK	140
DEFENSE	130
SPEED	170
SPECIAL	140

Charmander (1) → Charmeleon (16) → Charizard (36)

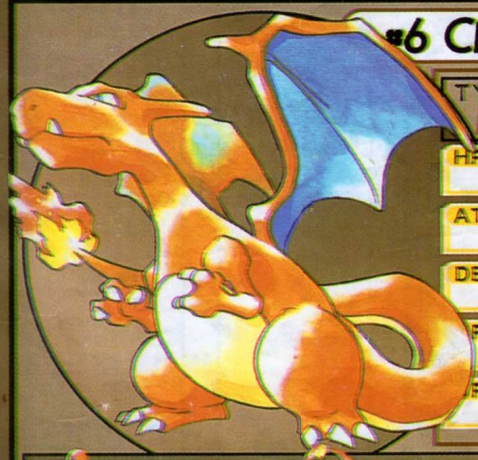
Red Version	Blue Version	Yellow Version
Evolve from Charmander	Evolve from Charmander	Evolve from Charmander

Techniques:

Scratch	Start		
Normal • Attack (Strength 40)			
Growl	Start		
Normal • Lowers Attack of opponent			
Ember	9	9	9
Fire • Attack (Str. 40), Burns 10%			
Leer	15	15	15
Normal • Lowers Def. of opponent			
Rage	22	21	21
Normal • Attack every turn (Str. 20)			
Slash	30	33	36
Normal • Attack (Strength 70)			
Flamethrower	38	12	16
Fire • Attack (Str. 95), Burns 10%			
Fire Spin	16	56	55
Fire • Attack 2-5 times (Str.15)			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#6 CHARIZARD



TYPE 1	TYPE 2
Fire	Flying

HP	280
ATTACK	180
DEFENSE	170
SPEED	210
SPECIAL	180

Charmander (1) → Charmeleon (16) → Charizard (36)

Red Version	Blue Version	Yellow Version
Evolve from Charmeleon	Evolve from Charmeleon	Evolve from Charmeleon

Techniques:

Scratch	Start		
Normal • Attack (Strength 40)			
Growl	Start		
Normal • Lowers Attack of opponent			
Ember	9	9	9
Fire • Attack (Str. 40), Burns 10%			
Leer	15	15	15
Normal • Lowers Def. of opponent			
Rage	22	21	21
Normal • Attack every turn (Str. 20)			
Slash	30	33	36
Normal • Attack (Strength 70)			
Flamethrower	38	12	16
Fire • Attack (Str. 95), Burns 10%			
Fire Spin	16	56	55
Fire • Attack 2-5 times (Str.15)			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	01	Cut
25	Thunder	02	Fly
26	Earthquake	03	Surf
27	Fissure	04	Strength
28	Dig	05	Flash

#7 SQUIRTLE



TYPE 1	TYPE 2
Water	-

HP	220
ATTACK	130
DEFENSE	150
SPEED	100
SPECIAL	120

0 Squirtle · 16 Wartortle · 36 Blastoise

Red Version	Blue Version	Yellow Version
L5: Chose as starter	L5: Chose as starter	L10: Given to you in Vermillion City

Techniques:

Tackle	Start		
Normal • Attack (Strength 35)			
Tail Whip	Start		
Normal • Lowers foe's Defense			
Bubble	8	8	8
Water • Attack (Str. 20), lowers Speed 30%			
Water Gun	15	15	15
Water • Attack (Strength 40)			
Bite	22	24	24
Normal • Attack (Str. 60), Flinches 10%			
Withdraw	28	31	31
Water • Raises Defense			
Skull Bash	35	39	42
Normal • 2-turn attack (Str.100)			
Hydro Pump	42	47	52
Water • Attack (Strength 120)			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#8 WARTORTLE



TYPE 1	TYPE 2
Water	-

HP	250
ATTACK	160
DEFENSE	180
SPEED	130
SPECIAL	150

0 Squirtle · 16 Wartortle · 36 Blastoise

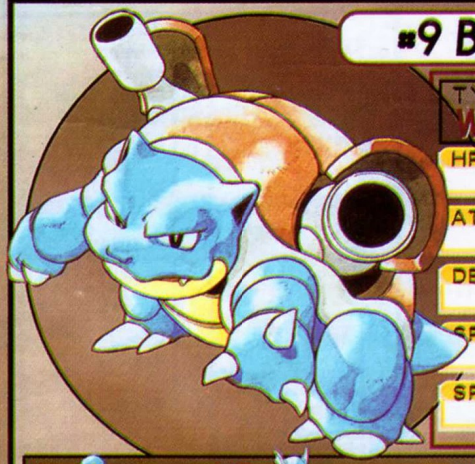
Red Version	Blue Version	Yellow Version
Evolve from Squirtle	Evolve from Squirtle	Evolve from Squirtle

Techniques:

Tackle	Start		
Normal • Attack (Strength 35)			
Tail Whip	Start		
Normal • Lowers foe's Defense			
Bubble	8	8	8
Water • Attack (Str. 20), lowers Speed 30%			
Water Gun	15	15	15
Water • Attack (Strength 40)			
Bite	22	24	24
Normal • Attack (Str. 60), Flinches 10%			
Withdraw	28	31	31
Water • Raises Defense			
Skull Bash	35	39	42
Normal • 2-turn attack (Str.100)			
Hydro Pump	42	47	52
Water • Attack (Strength 120)			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#9 BLASTOISE



TYPE 1	TYPE 2
Water	-

HP	290
ATTACK	200
DEFENSE	220
SPEED	170
SPECIAL	190

0 Squirtle · 16 Wartortle · 36 Blastoise

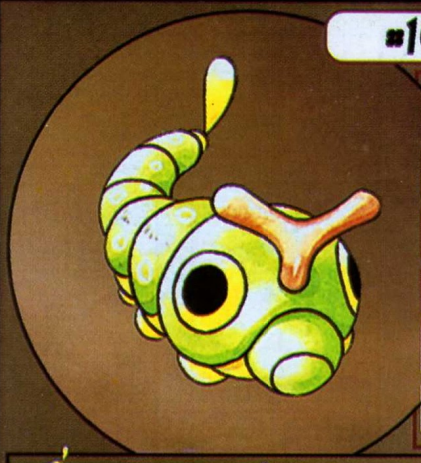
Red Version	Blue Version	Yellow Version
Evolve from Wartortle	Evolve from Wartortle	Evolve from Wartortle

Techniques:

Tackle	Start		
Normal • Attack (Strength 35)			
Tail Whip	Start		
Normal • Lowers foe's Defense			
Bubble	8	8	8
Water • Attack (Str. 20), lowers Speed 30%			
Water Gun	15	15	15
Water • Attack (Strength 40)			
Bite	22	24	24
Normal • Attack (Str. 60), Flinches 10%			
Withdraw	28	31	31
Water • Raises Defense			
Skull Bash	35	39	42
Normal • 2-turn attack (Str.100)			
Hydro Pump	42	47	52
Water • Attack (Strength 120)			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#10 CATERPIE



TYPE 1	TYPE 2
Bug	–

HP	220
ATTACK	100
DEFENSE	100
SPEED	130
SPECIAL	70

0 Caterpie → 7 Metapod → 10 Butterfree

Red Version	Blue Version	Yellow Version
L3: Viridian Forest L8: Route 21+25	L3-5: Route 2 L3-5: Viridian Forest L8: Route 21+25	L3-6: Viridian Forest

Techniques:

Tackle	Start
Normal • Attack (Strength 35)	
String Shot	Start
Bug • Lowers opponent's Speed	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#11 METAPOD



TYPE 1	TYPE 2
Bug	–

HP	210
ATTACK	80
DEFENSE	130
SPEED	100
SPECIAL	80

0 Caterpie → 7 Metapod → 10 Butterfree

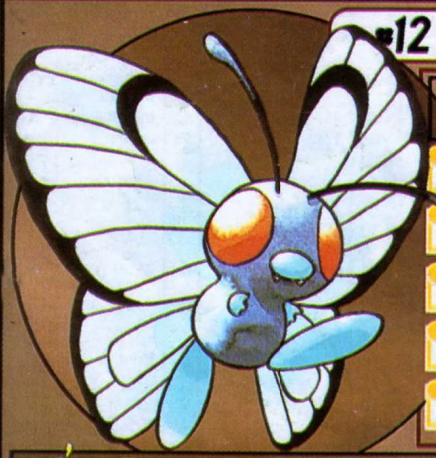
Red Version	Blue Version	Yellow Version
Evolve from Caterpie L1: Viridian Forest L7: Route 21+25	Evolve from Caterpie L1-6: Viridian Forest L9: Route 21+25	Evolve from Caterpie L1-6: Viridian Forest

Techniques:

Harden	7
Normal • Raises Defense	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#12 BUTTERFREE



TYPE 1	TYPE 2
Bug	Flying

HP	260
ATTACK	130
DEFENSE	120
SPEED	180
SPECIAL	190

0 Caterpie → 7 Metapod → 10 Butterfree

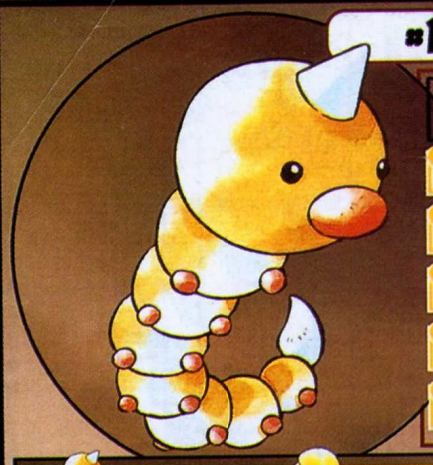
Red Version	Blue Version	Yellow Version
Evolve from Metapod	Evolve from Metapod	Evolve from Metapod

Techniques:

	RB	Y
Confusion	12	10
Psychic • Attack (Str.50), Confuses 10%		
Poison Powder	15	13
Poison • Poisons opponent		
Stun Spore	16	14
Grass • Paralyzes opponent		
Sleep Powder	17	15
Grass • Puts opponent to Sleep		
Supersonic	21	18
Normal • Confuses opponent		
Whirlwind	26	23
Normal • Ends non-trainer fights		
Gust	–	28
Flying • Attack (Strength 40)		
Psybeam	32	31
Psychic • Attack (Str.65), Confuses 10%		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#13 WEEDLE



TYPE 1	TYPE 2
Bug	Poison

HP	190
ATTACK	100
DEFENSE	90
SPEED	120
SPECIAL	50

0 Weedle → 7 Kakuna → 10 Beedrill

Red Version
L3-5: Route 2
L3-5: Viridian Forest
L8: Route 21+25

Blue Version
L3: Viridian Forest
L8: Route 21+25

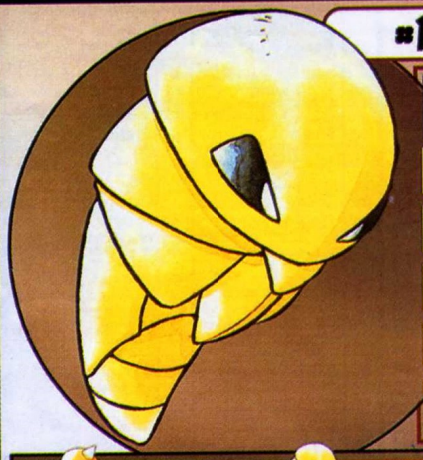
Yellow Version

Techniques:

Poison Sting	Start
Poison • Attack (Str.15), Poisons 20%	
String Shot	Start
Bug • Lowers opponent's Speed	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#14 KAKUNA



TYPE 1	TYPE 2
Bug	Poison

HP	200
ATTACK	80
DEFENSE	130
SPEED	90
SPECIAL	60

0 Weedle → 7 Kakuna → 10 Beedrill

Red Version
Evolve from Weedle
L1-6: Viridian Forest
L9: Route 21+25

Blue Version
Evolve from Weedle
L1: Viridian Forest
L7: Route 21+25

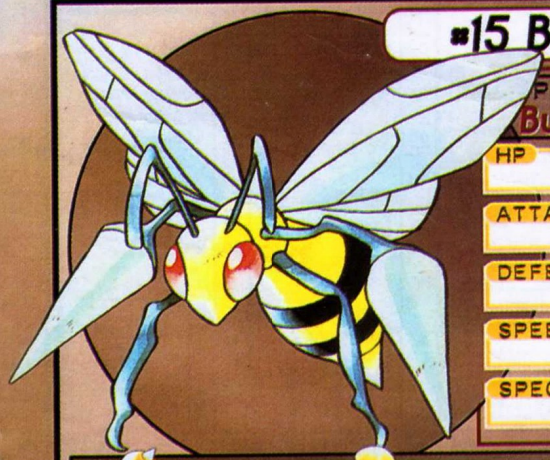
Yellow Version

Techniques:

Harden	7
Normal • Raises Defense	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#15 BEEDRILL



TYPE 1	TYPE 2
Bug	Poison

HP	210
ATTACK	190
DEFENSE	110
SPEED	170
SPECIAL	100

0 Weedle → 7 Kakuna → 10 Beedrill

Red Version
Evolve from Kakuna

Blue Version
Evolve from Kakuna

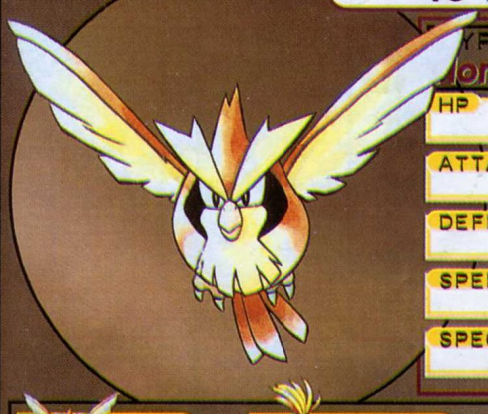
Yellow Version

Techniques:

Fury Attack	12
Normal • Attack 2-5 times (Str. 15)	
Focus Energy	16
Normal • Next attack usu. Critical Hit	
Twin Needle	20
Bug • Attack twice (Str.25) Poisons 20%	
Rage	25
Normal • Attack every turn (Str.20)	
Pin Missile	30
Bug • Attack 2-5 times (Str. 15)	
Agility	35
Psychic • Greatly increases Speed	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#16 PIDGEY



TYPE 1	TYPE 2
Normal	Flying

HP	190
ATTACK	120
DEFENSE	90
SPEED	130
SPECIAL	80

0 Pidgey — 18 Pidgeotto — 36 Pidgeot

Red Version
Various levels:
Route 1-8, 12-15, 21+25

Blue Version
Various levels:
Route 1-8, 12-15, 21+25

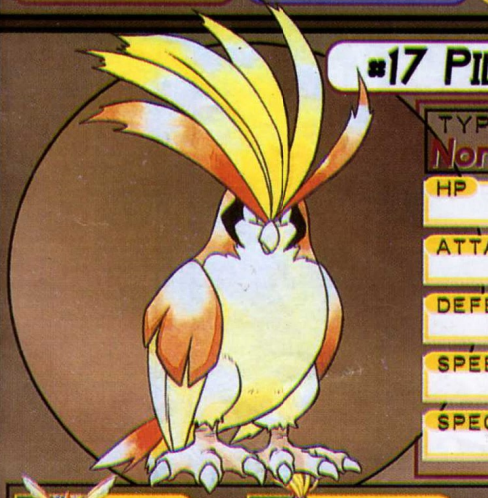
Yellow Version
Various levels:
Route 1-8, 12-15, 21+25

Techniques:

	Start		
Gust			
Flying • Attack (Strength 40)			
Sand Attack	5	5	5
Normal • Lowers foe's Accuracy			
Quick Attack	12	12	12
Normal • Attack before foe (Str.40)			
Whirlwind	19	21	21
Normal • Ends non-trainer fights			
Wing Attack	28	31	31
Flying • Attack (Strength 35)			
Agility	36	40	41
Psychic • Greatly increases Speed			
Mirror Move	41	49	51
Flying • Repeat foe's last attack			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#17 PIDGEOTTO



TYPE 1	TYPE 2
Normal	Flying

HP	240
ATTACK	150
DEFENSE	120
SPEED	160
SPECIAL	110

0 Pidgey — 18 Pidgeotto — 36 Pidgeot

Red Version
Evolve from Pidgey
Various levels:
Route 14, 15, 21

Blue Version
Evolve from Pidgey
Various levels:
Route 14, 15, 21

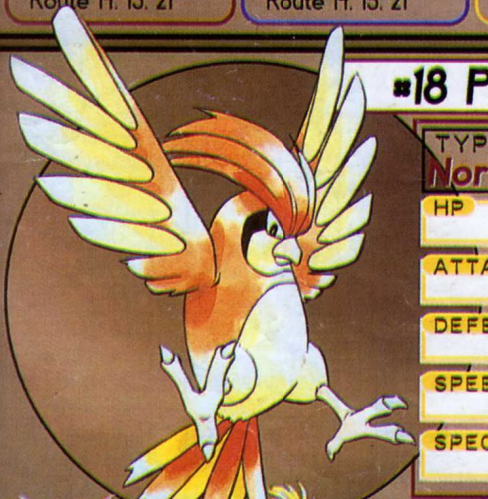
Yellow Version
Evolve from Pidgey
Various levels:
Route 5-15, 21, 24+25

Techniques:

	Start		
Gust			
Flying • Attack (Strength 40)			
Sand Attack	5	5	5
Normal • Lowers foe's Accuracy			
Quick Attack	12	12	12
Normal • Attack before foe (Str.40)			
Whirlwind	19	21	21
Normal • Ends non-trainer fights			
Wing Attack	28	31	31
Flying • Attack (Strength 35)			
Agility	36	40	41
Psychic • Greatly increases Speed			
Mirror Move	41	49	51
Flying • Repeat foe's last attack			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#18 PIDGEOT



TYPE 1	TYPE 2
Normal	Flying

HP	280
ATTACK	190
DEFENSE	160
SPEED	200
SPECIAL	150

0 Pidgey — 18 Pidgeotto — 36 Pidgeot

Red Version
Evolve from Pidgeotto

Blue Version
Evolve from Pidgeotto

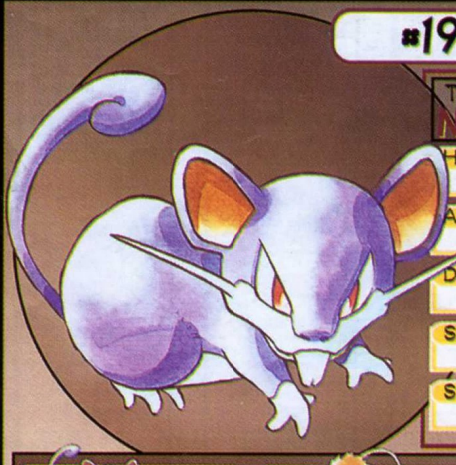
Yellow Version
Evolve from Pidgeotto

Techniques:

	Start		
Gust			
Flying • Attack (Strength 40)			
Sand Attack	5	5	5
Normal • Lowers foe's Accuracy			
Quick Attack	12	12	12
Normal • Attack before foe (Str.40)			
Whirlwind	19	21	21
Normal • Ends non-trainer fights			
Wing Attack	28	31	31
Flying • Attack (Strength 35)			
Agility	36	40	41
Psychic • Greatly increases Speed			
Mirror Move	41	49	51
Flying • Repeat foe's last attack			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#19 RATTATA



TYPE 1	TYPE 2
Normal	-

HP	170
ATTACK	130
DEFENSE	100
SPEED	150
SPECIAL	70

0 Rattata 20 Raticate

Red Version
Various levels: Route 1, 2, 4, 9, 16, 21, 22

Blue Version
Various levels: Route 1, 2, 4, 9, 16, 21, 22

Yellow Version
Various levels: Route 1-11, 16, 18, 21, 22, Pokémon Mansion

Techniques:

Tackle	Start	
Normal • Attack (Strength 35)		
Tail Whip	Start	
Normal • Lowers foe's Defense		
Quick Attack	7	7
Normal • Attack before foe (Str.40)		
Hyper Fang	11	14
Normal • Attack (Str. 80), Flinches 10%		
Focus Energy	23	27
Normal • Next attack usu. Critical Hit		
Super Fang	31	41
Normal • Reduces foe's HP by 1/2.		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#20 RATICATE



TYPE 1	TYPE 2
Normal	-

HP	220
ATTACK	180
DEFENSE	150
SPEED	200
SPECIAL	120

0 Rattata 20 Raticate

Red Version
Evolve from Rattata Various levels: 16-18, 21

Blue Version
Evolve from Rattata Various levels: 16-18, 21

Yellow Version
Evolve from Rattata Various levels: 9, 11, 16-18, 21, Mansion

Techniques:

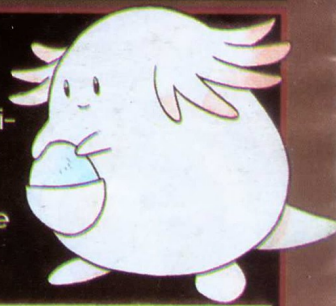
Tackle	Start	
Normal • Attack (Strength 35)		
Tail Whip	Start	
Normal • Lowers foe's Defense		
Quick Attack	7	7
Normal • Attack before foe (Str.40)		
Hyper Fang	11	14
Normal • Attack (Str. 80), Flinches 10%		
Focus Energy	23	27
Normal • Next attack usu. Critical Hit		
Super Fang	31	41
Normal • Reduces foe's HP by 1/2.		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

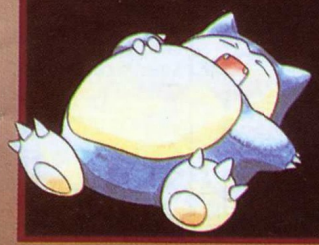
Pokémon Top Five:
(part one)
Most H.P.

#1 CHANSEY 620 pts.

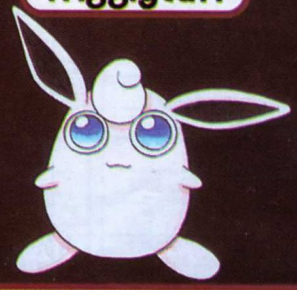
With 170 hit points over his nearest competitor, Chansey has plenty of HP to turn into "Softboiled" eggs for his benchmates. But that's about all it's good for... With a Defense of 20, one hit can still finish him in combat.



#2 450 pts. Snorlax



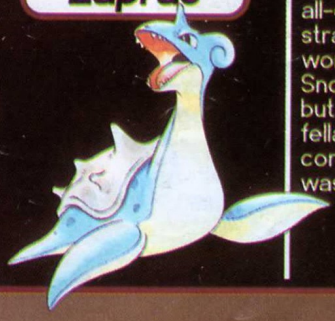
#3 390 pts. Wigglytuff



#4 380 pts. Vaporeon



#5 370 pts. Lapras

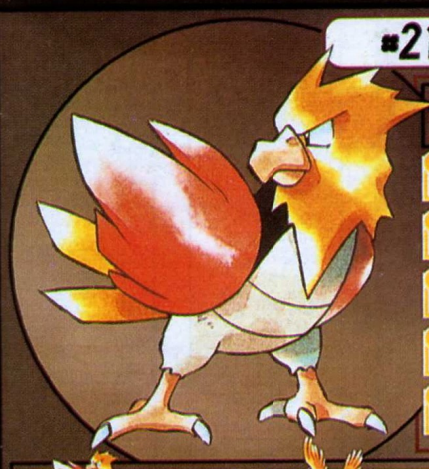


The whole sleeping-all-day strategy worked for Snorlax, but not this little fella. If it's any consolation, Diglett was a close 2nd.

Worst
Abra
160 pts.



#21 SPEAROW



TYPE 1	TYPE 2
Normal	Flying

HP	210
ATTACK	110
DEFENSE	90
SPEED	170
SPECIAL	90

0 Spearow — 20 Fearow

Techniques:

Technique	Start	
Peck	Start	
Flying • Attack (Strength 35)		
Growl	Start	
Normal • Lowers Attack of opponent		
Leer	9	9
Normal • Lowers foe's Defense		
Fury Attack	15	15
Normal • Attack 2-5 times (Str. 15)		
Mirror Move	22	25
Flying • Repeat foe's last attack		
Drill Peck	29	31
Flying • Attack (Strength 80)		
Agility	36	13
Psychic • Greatly increases Speed		

Red Version	Blue Version	Yellow Version
Various levels: Route 3, 1, 9-11, 16-18, 22, 23	Various levels: Route 3, 1, 9-11, 16-18, 22, 23	Various levels: Route 3, 1, 9, 16, 18, 22

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#22 FEAROW



TYPE 1	TYPE 2
Normal	Flying

HP	260
ATTACK	200
DEFENSE	160
SPEED	230
SPECIAL	150

0 Spearow — 20 Fearow

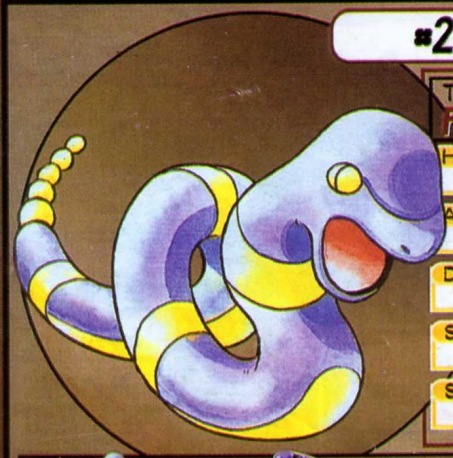
Techniques:

Technique	Start	
Peck	Start	
Flying • Attack (Strength 35)		
Growl	Start	
Normal • Lowers Attack of opponent		
Leer	9	9
Normal • Lowers enemy's Defense		
Fury Attack	15	15
Normal • Attack 2-5 times (Str. 15)		
Mirror Move	22	25
Flying • Repeat foe's last attack		
Drill Peck	29	31
Flying • Attack (Strength 80)		
Agility	36	13
Psychic • Greatly increases Speed		

Red Version	Blue Version	Yellow Version
Evolve from Spearow. Various Levels: Route 17, 18, 23	Evolve from Spearow. Various Levels: Route 17, 18, 23	Evolve from Spearow. Various Levels: Route 9, 16-18, 23

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#23 EKANS



TYPE 1	TYPE 2
Poison	-

HP	210
ATTACK	160
DEFENSE	110
SPEED	120
SPECIAL	120

0 Ekans — 22 Arbok

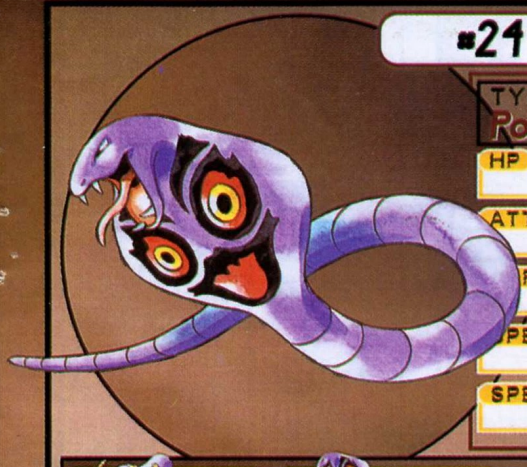
Techniques:

Technique	Start	
Wrap	Start	
Normal • Attack 2-5 times (Str. 15)		
Leer	Start	
Normal • Lowers enemy's Defense		
Poison Sting	10	10
Poison • Attack (Str.15), Poisons 20%		
Bite	17	17
Normal • Attack (Str.60), Flinches 10%		
Glare	21	27
Normal • Paralyzes opponent		
Screech	31	36
Normal • Greatly lowers foe's Def.		
Acid	38	47
Poison • Attack (Str. 40), Lowers Def. 30%		

Red Version	Blue Version	Yellow Version
Various levels: Route 1, 8-11, 23		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#24 ARBOK



TYPE 1	TYPE 2
Poison	–

HP	260
ATTACK	210
DEFENSE	160
SPEED	170
SPECIAL	170

Ekans → 22 Arbok

Red Version	Blue Version	Yellow Version
Evolve from Ekans. L 52, 57: Unk. Dungeon; L41: Route 23		

Techniques:

	Start	
Wrap		
Normal • Attack 2-5 times (Str. 15)		
Leer	Start	
Normal • Lowers foe's Defense		
Poison Sting	10	10
Poison • Attack (Str.15), Poisons 20%		
Bite	17	17
Normal • Attack (Str.60), Flinches 10%		
Glare	21	27
Normal • Paralyzes opponent		
Screech	31	36
Normal • Greatly lowers foe's Def.		
Acid	38	47
Poison • Attack (Str. 40), Lowers Def. 30%		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#25 PIKACHU



TYPE 1	TYPE 2
Electric	–

HP	190
ATTACK	110
DEFENSE	80
SPEED	190
SPECIAL	110

Pikachu → Raichu (Thunder Stone) (Will not evolve in Yellow Version)

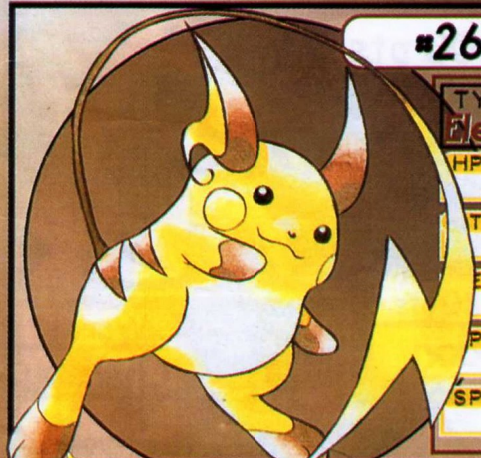
Red Version	Blue Version	Yellow Version
L3, 5: Viridian Forest L20, 21: Power Plant	L3, 5: Viridian Forest L20, 21: Power Plant	Starting Pokémon

Techniques:

	RB	RB	
Thundershock	START		
Electric • Attack (Str. 40), Paralyzes 10%			
Growl	START		
Normal • Lower opponent's Attack			
Tail Whip	–	6	–
Normal • Lower opponent's Defense			
Thunder Wave	9	8	–
Electric • Paralyze opponent			
Quick Attack	16	11	–
Normal • Attack before foe (Str. 40)			
Double Team	–	15	–
Normal • Lower opponent's Accuracy			
Slam	–	20	–
Normal • Attack (Strength 80)			
Swift	26	–	–
Normal • Attack (Str. 60), always hits			
Thunderbolt	–	26	–
Electric • Attack (Str. 95), Paralyzes 10%			
Agility	33	33	–
Psychic • Greatly increases Speed			
Thunder	43	41	–
Electric • Attack (Str.120), Paralyzes 10%			
Light Screen	–	50	–
Psychic • Cuts Special damage by 1/2			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#26 RAICHU



TYPE 1	TYPE 2
Electric	–

HP	240
ATTACK	210
DEFENSE	130
SPEED	210
SPECIAL	190

Pikachu → Raichu (Thunder Stone) (Will not evolve in Yellow Version)

Red Version	Blue Version	Yellow Version
Evolve from Pikachu L53: Unk. Dungeon	Evolve from Pikachu L33, 36: Power Plant L53: Unk. Dungeon	

Techniques:

	RB	RB	
Thundershock	START		
Electric • Attack (Str. 40), Paralyzes 10%			
Growl	START		
Normal • Lower opponent's Attack			
Tail Whip	–	6	–
Normal • Lower opponent's Defense			
Thunder Wave	9	8	–
Electric • Paralyze opponent			
Quick Attack	16	11	–
Normal • Attack before foe (Str. 40)			
Double Team	–	15	–
Normal • Lower opponent's Accuracy			
Slam	–	20	–
Normal • Attack (Strength 80)			
Swift	26	–	–
Normal • Attack (Str. 60), always hits			
Thunderbolt	–	26	–
Electric • Attack (Str. 95), Paralyzes 10%			
Agility	33	33	–
Psychic • Greatly increases Speed			
Thunder	43	41	–
Electric • Attack (Str.120), Paralyzes 10%			
Light Screen	–	50	–
Psychic • Cuts Special damage by 1/2			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#27 SANDSHREW



TYPE 1	TYPE 2
Ground	–

HP	220
ATTACK	180
DEFENSE	200
SPEED	110
SPECIAL	90

0 Sandshrew — 22 Sandslash

Red Version: X

Blue Version: Various levels: Route 4, 8-11, 23

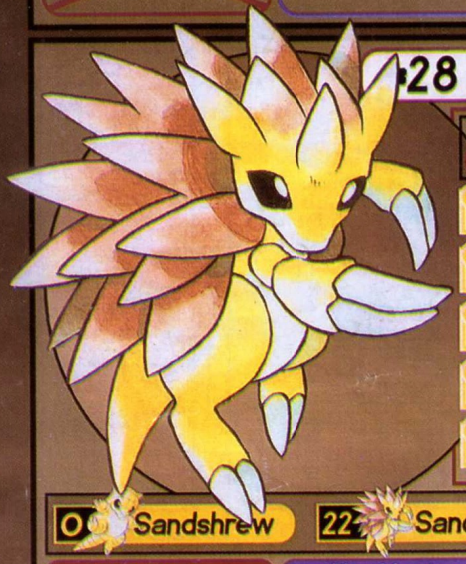
Yellow Version: L8, 10: Route 3+4, L12: Mt. Moon 1F

Techniques:

Start		
Scratch		
Normal • Attack (Strength 40)		
Sand Attack	10	10
Normal • Lowers foe's Accuracy		
Slash	17	17
Normal • Attack (Strength 70)		
Poison Sting	21	27
Poison • Attack (Str.15), Poisons 20%		
Swift	31	36
Type • Attack (Str.60), always hits		
Fury Swipes	38	47
Type • Attacks 2-5 times (Str.18)		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#28 SANDSLASH



TYPE 1	TYPE 2
Ground	–

HP	270
ATTACK	230
DEFENSE	250
SPEED	160
SPECIAL	110

0 Sandshrew — 22 Sandslash

Red Version: X

Blue Version: Evolve from Sandshrew, L41: Route 23 L52: Unk. Dungeon 1F

Yellow Version: Evolve from Sandshrew, L52: Unknown Dungeon 1F

Techniques:

Start		
Scratch		
Normal • Attack (Strength 40)		
Sand Attack	10	10
Normal • Lowers foe's Accuracy		
Slash	17	17
Normal • Attack (Strength 70)		
Poison Sting	21	27
Poison • Attack (Str.15), Poisons 20%		
Swift	31	36
Type • Attack (Str.60), always hits		
Fury Swipes	38	47
Type • Attacks 2-5 times (Str.18)		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

Pokémon Top Five: (part two) Strongest

#1 (tie) DRAGONITE 300 pts.

A close race for strongest attacker... Dragonite and Machamp hold the top spot, while Flareon proves that he's better than Jolteon at something, and Rhydon makes his first of two appearances.

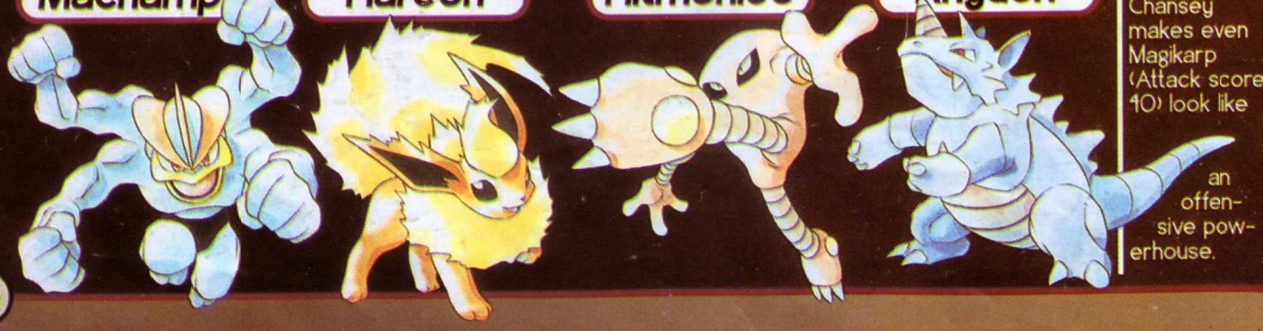


#1 (tie) 300 pts. Machamp

#3 290 pts. Flareon

#4 (tie) 280 pts. Hitmonlee

#4 (tie) 280 pts. Rhydon



With an Attack score of 20, Chansey makes even Magikarp (Attack score: 10) look like an offensive powerhouse.

Worst

Chansey

20 pts.



#29 NIDORAN♀



TYPE 1	TYPE 2
Poison	–

HP	240
ATTACK	110
DEFENSE	130
SPEED	110
SPECIAL	100

Lv Nidoran♀ → Lv 16 Nidorina → Moon Stone Nidoqueen

Red Version	Blue Version	Yellow Version
L3,1: Route 22 Various levels: Safari Zone	L2-1: Route 22 Various levels: Safari Zone	L2, 1: Route 22 L1, 6: Route 2 Various: Safari Zone

Techniques: RB Y RB Y RB

Growl	Start					
Normal • Raises your Special						
Tackle	Start					
Normal • Attack (Strength 35)						
Scratch	8	8	8	8	8	8
Normal • Attack (Strength 40)						
Double Kick	13	12	50	12	–	12
Fighting • Attack twice (Str.30)						
Poison Sting	11	17	11	19	11	–
Poison • Attack (Str.15), Poisons 20%						
Tail Whip	21	23	23	27	–	–
Normal • Lowers foe's Defense						
Body Slam	–	–	–	–	23	23
Normal • Attack (Str.65), Flinches 30%						
Bite	29	30	32	36	–	–
Normal • Attack (Str.60), Flinches 10%						
Fury Swipes	36	38	41	46	–	–
Normal • Attack 2-5 times (Str. 18)						

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#30 NIDORINA



TYPE 1	TYPE 2
Poison	–

HP	270
ATTACK	140
DEFENSE	160
SPEED	140
SPECIAL	130

Lv Nidoran♀ → Lv 16 Nidorina → Moon Stone Nidoqueen

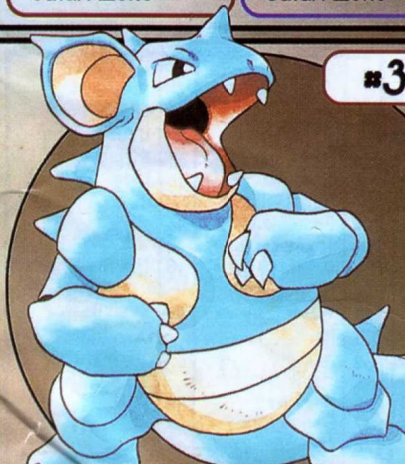
Red Version	Blue Version	Yellow Version
Evolve from Nidoran♀ Various levels: Safari Zone	Evolve from Nidoran♀ Various levels: Safari Zone	Evolve from Nidoran♀ Various levels: Safari Zone

Techniques: RB Y RB Y RB

Growl	Start					
Normal • Raises your Special						
Tackle	Start					
Normal • Attack (Strength 35)						
Scratch	8	8	8	8	8	8
Normal • Attack (Strength 40)						
Double Kick	13	12	50	12	–	12
Fighting • Attack twice (Str.30)						
Poison Sting	11	17	11	19	11	–
Poison • Attack (Str.15), Poisons 20%						
Tail Whip	21	23	23	27	–	–
Normal • Lowers foe's Defense						
Body Slam	–	–	–	–	23	23
Normal • Attack (Str.65), Flinches 30%						
Bite	29	30	32	36	–	–
Normal • Attack (Str.60), Flinches 10%						
Fury Swipes	36	38	41	46	–	–
Normal • Attack 2-5 times (Str. 18)						

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#31 NIDOQUEEN



TYPE 1	TYPE 2
Poison	Ground

HP	310
ATTACK	180
DEFENSE	200
SPEED	180
SPECIAL	170

Lv Nidoran♀ → Lv 16 Nidorina → Moon Stone Nidoqueen

Red Version	Blue Version	Yellow Version
Evolve from Nidorina	Evolve from Nidorina	Evolve from Nidorina

Techniques: RB Y RB Y RB

Growl	Start					
Normal • Raises your Special						
Tackle	Start					
Normal • Attack (Strength 35)						
Scratch	8	8	8	8	8	8
Normal • Attack (Strength 40)						
Double Kick	13	12	50	12	–	12
Fighting • Attack twice (Str.30)						
Poison Sting	11	17	11	19	11	–
Poison • Attack (Str.15), Poisons 20%						
Tail Whip	21	23	23	27	–	–
Normal • Lowers foe's Defense						
Body Slam	–	–	–	–	23	23
Normal • Attack (Str.65), Flinches 30%						
Bite	29	30	32	36	–	–
Normal • Attack (Str.60), Flinches 10%						
Fury Swipes	36	38	41	46	–	–
Normal • Attack 2-5 times (Str. 18)						

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#32 NIDORAN♂



TYPE 1	TYPE 2
Poison	–

HP	230
ATTACK	120
DEFENSE	100
SPEED	120
SPECIAL	110

Nidoran♂ (Lv 16) → Nidorino (Moon Stone) → Nidoking

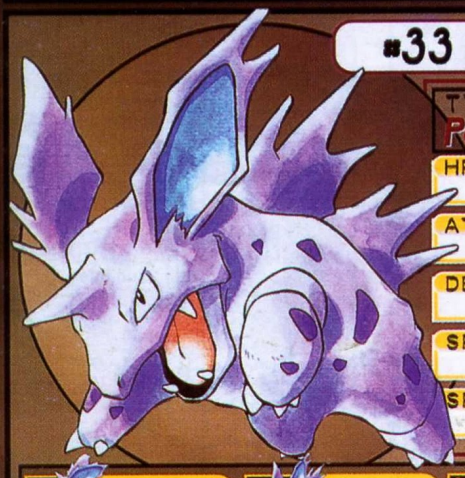
Red Version	Blue Version	Yellow Version
L2-4: Route 22 Various Levels: Safari Zone	L3-1: Route 22 Various Levels: Safari Zone	L2, 4: Route 22 L4, 6: Route 2 Various: Safari Zone

Techniques: RB RB RB

Leer	Start					
Normal • Lowers foe's Defense						
Tackle	Start					
Normal • Attack (Strength 35)						
Horn Attack	8	8	8 8	8	8 8	
Normal • Attack (Strength 65)						
Double Kick	13	12	30 12	–	12	
Fighting • Attack twice (Strength 30)						
Poison Sting	14	17	11 19	11	–	
Poison • Attack (Str. 15), Poisons 20%						
Focus Energy	21	23	23 27	–	–	
Normal • Next attack usu. Critical Hit						
Thrash	–	–	– –	23	23	
Normal • Attack 2-3x (Str. 90), Confuses self						
Fury Attack	29	30	32 36	–	–	
Normal • Attack 2-5 times (Str. 15)						
Horn Drill	36	38	41 46	–	–	
Normal • Instant K.O. (Hits 30%)						

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#33 NIDORINO



TYPE 1	TYPE 2
Poison	–

HP	260
ATTACK	150
DEFENSE	130
SPEED	150
SPECIAL	140

Nidoran♂ (Lv 16) → Nidorino (Moon Stone) → Nidoking

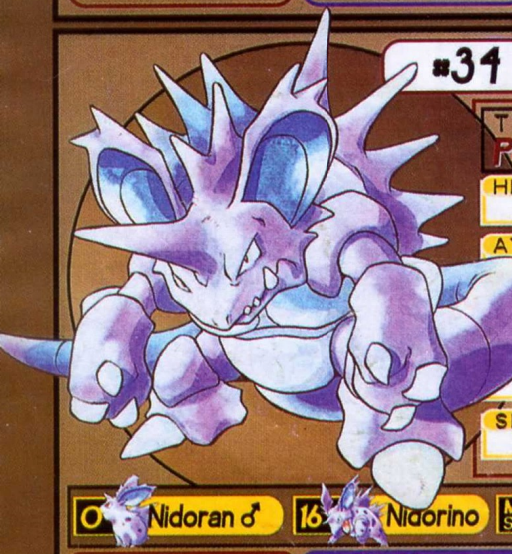
Red Version	Blue Version	Yellow Version
Evolve from Nidoran♂ Various Levels: Safari Zone	Evolve from Nidoran♂ Various Levels: Safari Zone	Evolve from Nidoran♂ Various Levels: Safari Zone

Techniques: RB RB RB

Leer	Start					
Normal • Lowers foe's Defense						
Tackle	Start					
Normal • Attack (Strength 35)						
Horn Attack	8	8	8 8	8	8	
Normal • Attack (Strength 65)						
Double Kick	13	12	50 12	–	12	
Fighting • Attack twice (Strength 30)						
Poison Sting	14	17	11 19	11	–	
Poison • Attack (Str. 15), Poisons 20%						
Focus Energy	21	23	23 27	–	–	
Normal • Next attack usu. Critical Hit						
Thrash	–	–	– –	23	23	
Normal • Attack 2-3x (Str. 90), Confuses self						
Fury Attack	29	30	32 36	–	–	
Normal • Attack 2-5 times (Str. 15)						
Horn Drill	36	38	41 46	–	–	
Normal • Instant K.O. (Hits 30%)						

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#34 NIDOKING



TYPE 1	TYPE 2
Poison	Ground

HP	300
ATTACK	190
[illegible]NSE	170
[illegible]EED	190
SPECIAL	180

Nidoran♂ (Lv 16) → Nidorino (Moon Stone) → Nidoking

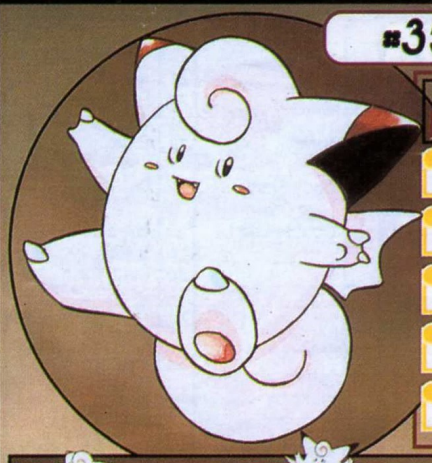
Red Version	Blue Version	Yellow Version
Evolve from Nidorino	Evolve from Nidorino	Evolve from Nidorino

Techniques: RB RB RB

Leer	Start					
Normal • Lowers foe's Defense						
Tackle	Start					
Normal • Attack (Strength 35)						
Horn Attack	8	8	8 8	8	8	
Normal • Attack (Strength 65)						
Double Kick	13	12	30 12	–	12	
Fighting • Attack twice (Strength 30)						
Poison Sting	14	17	11 19	11	–	
Poison • Attack (Str. 15), Poisons 20%						
Focus Energy	21	23	23 27	–	–	
Normal • Next attack usu. Critical Hit						
Thrash	–	–	– –	23	23	
Normal • Attack 2-3x (Str. 90), Confuses self						
Fury Attack	29	30	32 36	–	–	
Normal • Attack 2-5 times (Str. 15)						
Horn Drill	36	38	41 46	–	–	
Normal • Instant K.O. (Hits 30%)						

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#35 CLEFAIRY



TYPE 1	TYPE 2
Normal	-

HP	270
ATTACK	110
DEFENSE	120
SPEED	90
SPECIAL	110

Clefairy — Moon Stone → Clefable

Red Version	Blue Version	Yellow Version
L8-12: Mt. Moon L8: Buy in Celadon Casion	L8-12: Mt. Moon L12: Buy in Celadon Casion	L10-13: Mt. Moon

Techniques:

Pound	Start	Normal • Attack (Strength 40)
Growl	Start	Normal • Raises your Special
Sing	13	Normal • Puts opponent to Sleep
Double Slap	18	Normal • Attack 2-5 times (Str. 15)
Minimize	21	Normal • Lowers enemy's Accuracy
Metronome	31	Normal • Does a random attack
Defense Curl	39	Normal • Raises your Defense
Light Screen	48	Psychic • Cuts Special damage by 1/2

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#36 CLEFABLE



TYPE 1	TYPE 2
Normal	-

HP	320
ATTACK	160
DEFENSE	170
SPEED	110
SPECIAL	190

Clefairy — Moon Stone → Clefable

Red Version	Blue Version	Yellow Version
Evolve from Clefairy	Evolve from Clefairy	Evolve from Clefairy

Techniques:

Pound	Start	Normal • Attack (Strength 40)
Growl	Start	Normal • Raises your Special
Sing	13	Normal • Puts opponent to Sleep
Double Slap	18	Normal • Attack 2-5 times (Str. 15)
Minimize	21	Normal • Lowers enemy's Accuracy
Metronome	31	Normal • Does a random attack
Defense Curl	39	Normal • Raises your Defense
Light Screen	48	Psychic • Cuts Special damage by 1/2

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

Pokémon Top Five:
(part three)
Toughest

#1 CLOYSTER 400 pts.

There's just no touching Cloyster in this category. Rock/Ground type Pokémon fill out this rest, except for Omastar's unexpected showing. Surprisingly strong Rhydon makes his first of two appearances.



#2 330 pts. **Onix**



#3 280 pts. **Omastar**



#4 (tie) 270 pts. **Golem**

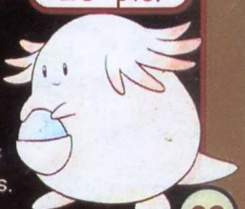


#4 (tie) 270 pts. **Rhydon**



With a Defense as low as his Attack, Chansey shows up for the 2nd and final time in the "Worst" column of the Top Fives.

Worst
Chansey
20 pts.



#37 VULPIX



TYPE 1	TYPE 2
Fire	–

HP	200
ATTACK	100
DEFENSE	100
SPEED	150
SPECIAL	150

Vulpix — Fire Stone — Ninetales

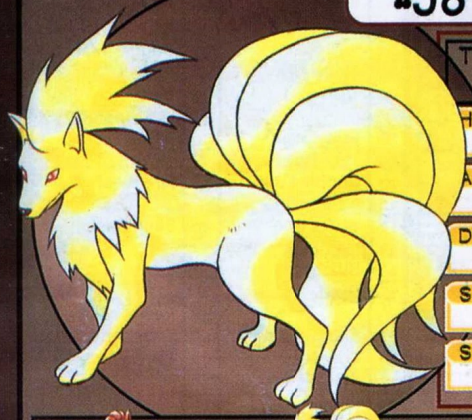
Red Version	Blue Version	Yellow Version
	L15-18: Route 8 L18, 20: Route 7 L32-35: PokéMansion	L18: Buy in Celadon City Casino

Techniques:

Ember	Start	Fire • Attack (Str.40), Burns 10%
Tail Whip	Start	Normal • Lowers Def. of opponent
Quick Attack	16	Normal • Attack before foe (Str.40)
Roar	21	Normal • Ends non-trainer fights
Confuse Ray	28	Ghost • Confuses opponent
Flamethrower	35	Fire • Attack (Str.95), Burns 10%
Fire Spin	12	Fire • Attack 2-5 times (Str.15)

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#38 NINETALES



TYPE 1	TYPE 2
Fire	–

HP	270
ATTACK	170
DEFENSE	170
SPEED	220
SPECIAL	220

Vulpix — Fire Stone — Ninetales

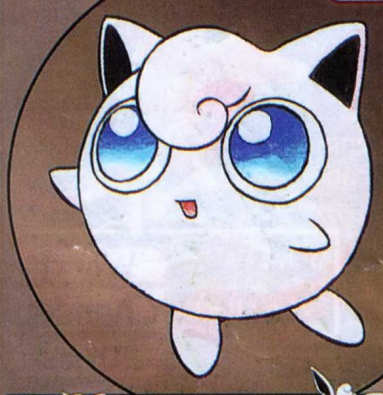
Red Version	Blue Version	Yellow Version
	Evolve from Vulpix	Evolve from Vulpix

Techniques:

Ember	Start	Fire • Attack (Str.40), Burns 10%
Tail Whip	Start	Normal • Lowers Def. of opponent
Quick Attack	16	Normal • Attack before foe (Str.40)
Roar	21	Normal • Ends non-trainer fights
Confuse Ray	28	Ghost • Confuses opponent
Flamethrower	35	Fire • Attack (Str.95), Burns 10%
Fire Spin	12	Fire • Attack 2-5 times (Str.15)

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#39 JIGGLYPUFF



TYPE 1	TYPE 2
Normal	–

HP	340
ATTACK	120
DEFENSE	80
SPEED	70
SPECIAL	70

Jigglypuff — Moon Stone — Wigglytuff

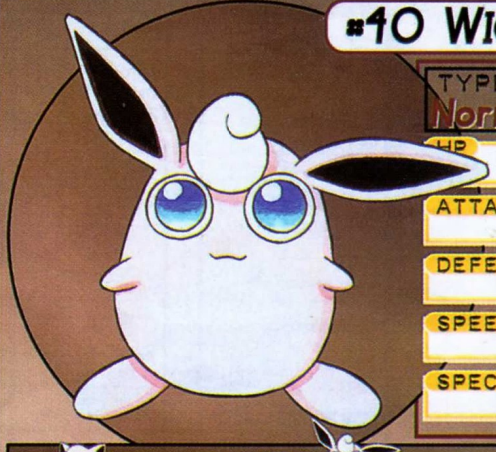
Red Version	Blue Version	Yellow Version
L3, 5, 7: Route 3	L3, 5, 7: Route 3	L3, 5, 7: Route 5+6 L19, 21: Route 7+8

Techniques:

Sing	Start	Normal • Puts opponent to Sleep
Pound	9	Normal • Attack (Strength 40)
Disable	11	Psychic • Seals one of foe's attacks
Defense Curl	19	Normal • Raises your Defense
Double Slap	21	Normal • Attack 2-5 times (Str. 15)
Rest	29	Psychic • Recovers all HP, puts to Sleep
Body Slam	31	Normal • Attack (Str.65), Flinches 30%
Double Edge	39	Normal • Attack (Str. 100), 1/4 damage to user

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#40 WIGGLYTUFF



TYPE 1	TYPE 2
Normal	–

HP	390
ATTACK	170
DEFENSE	130
SPEED	120
SPECIAL	120

0 Jigglypuff — Moon Stone → Wigglytuff

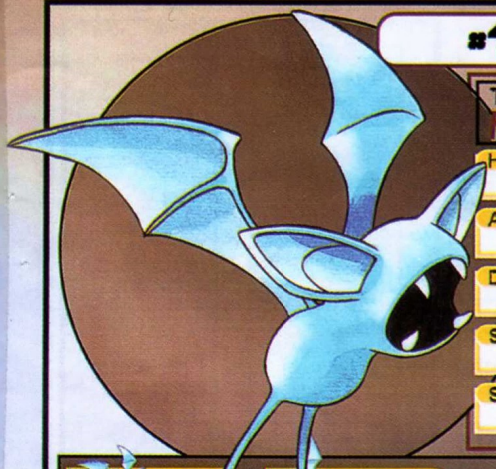
Red Version	Blue Version	Yellow Version
Evolve from Jigglypuff, L54: Unkn. Dungeon	Evolve from Jigglypuff, L54: Unkn. Dungeon	Evolve from Jigglypuff, L22: Celadon Casino

Techniques:

	Start
Sing	
Normal • Puts opponent to Sleep	
Pound	9 –
Normal • Attack (Strength 40)	
Disable	14 –
Psychic • Seals one of foe's attacks	
Defense Curl	19 –
Normal • Raises your Defense	
Double Slap	24 –
Normal • Attack 2-5 times (Str. 15)	
Rest	29 –
Psychic • Recovers all HP, puts to Sleep	
Body Slam	34 –
Normal • Attack (Str.65), Flinches 30%	
Double Edge	39 –
Normal • Attack (Str. 100), 1/4 damage to user	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#41 ZUBAT



TYPE 1	TYPE 2
Poison	Flying

HP	200
ATTACK	100
DEFENSE	90
SPEED	140
SPECIAL	80

0 Zubat — 22 Golbat

Red Version	Blue Version	Yellow Version
Various levels: Mt. Moon, Seafoam Island, etc.	Various levels: Mt. Moon, Seafoam Island, etc.	Various levels: Mt. Moon, Seafoam Island, etc.

Techniques:

	Start
Leech Life	
Bug • Attack (Str.20), gain 1/4 as HP	
Screech	– Start
Normal • Greatly lowers foe's Def.	
Supersonic	10 10
Normal • Confuses opponent	
Bite	15 15
Normal • Attack (Str.60), Flinches 10%	
Confuse Ray	21 21
Ghost • Confuses opponent	
Wing Attack	28 32
Flying • Attack (Strength 35)	
Haze	36 43
Ice • Erases all conditions/modifications	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#42 GOLBAT



TYPE 1	TYPE 2
Poison	Flying

HP	270
ATTACK	170
DEFENSE	160
SPEED	210
SPECIAL	180

0 Zubat — 22 Golbat

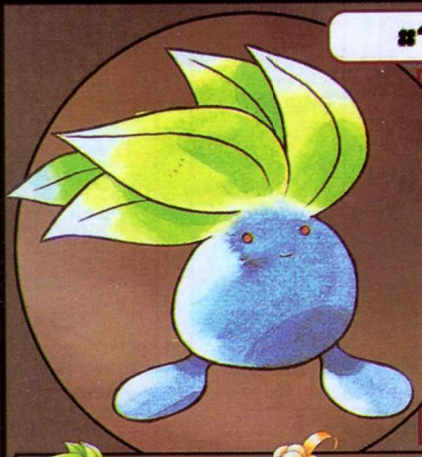
Red Version	Blue Version	Yellow Version
Evolve from Zubat. Various levels: Seafoam Island, etc.	Evolve from Zubat. Various levels: Seafoam Island, etc.	Evolve from Zubat. Various levels: Seafoam Island, etc.

Techniques:

	Start
Leech Life	
Bug • Attack (Str.20), gain 1/4 as HP	
Screech	– Start
Normal • Greatly lowers foe's Def.	
Supersonic	10 10
Normal • Confuses opponent	
Bite	15 15
Normal • Attack (Str.60), Flinches 10%	
Confuse Ray	21 21
Ghost • Confuses opponent	
Wing Attack	28 32
Flying • Attack (Strength 35)	
Haze	36 43
Ice • Erases all conditions/modifications	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#43 ODDISH



TYPE 1	TYPE 2
Grass	Poison

HP	210
ATTACK	110
DEFENSE	120
SPEED	100
SPECIAL	160

Oddish → 21 Gloom → Leaf Stone → Vileplume

Red Version
L12-11: Route 21+25
L13-16: Route 5+6
L19, 22: Route 7

Blue Version

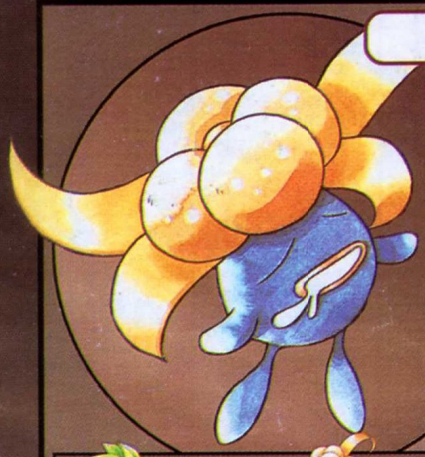
Yellow Version
L12-11: Route 21+25
L25-28: Route 12-15

Techniques:

	Start		
Absorb			
Grass • Attack (Str.20), gain 1/2 as HP			
Poison Powder	15	15	15
Poison • Poisons opponent			
Stun Spore	17	17	17
Grass • Paralyzes opponent			
Sleep Powder	19	19	-
Grass • Puts opponent to Sleep			
Acid	21	28	-
Poison • Attack (Str. 40), Lowers Def. 30%			
Petal Dance	33	38	-
Grass • Attack 2-3x (Str. 70), Confuses self			
Solar Beam	46	52	-
Grass • Attacks next turn (Str.120)			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#44 GLOOM



TYPE 1	TYPE 2
Grass	Poison

HP	240
ATTACK	140
DEFENSE	150
SPEED	120
SPECIAL	180

Oddish → 21 Gloom → Leaf Stone → Vileplume

Red Version
Evolve from Oddish.
L28, 30: Routes 12-15

Blue Version

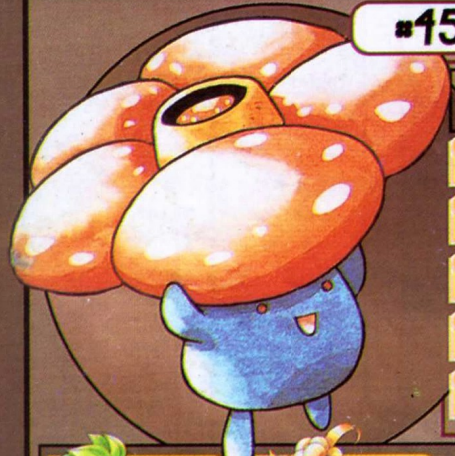
Yellow Version
Evolve from Oddish.
L28, 30: Routes 12-15

Techniques:

	Start		
Absorb			
Grass • Attack (Str.20), gain 1/2 as HP			
Poison Powder	15	15	15
Poison • Poisons opponent			
Stun Spore	17	17	17
Grass • Paralyzes opponent			
Sleep Powder	19	19	-
Grass • Puts opponent to Sleep			
Acid	21	28	-
Poison • Attack (Str. 40), Lowers Def. 30%			
Petal Dance	33	38	-
Grass • Attack 2-3x (Str. 70), Confuses self			
Solar Beam	46	52	-
Grass • Attacks next turn (Str.120)			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#45 VILEPLUME



TYPE 1	TYPE 2
Grass	Poison

HP	270
ATTACK	170
DEFENSE	180
SPEED	110
SPECIAL	210

Oddish → 21 Gloom → Leaf Stone → Vileplume

Red Version
Evolve from Gloom

Blue Version

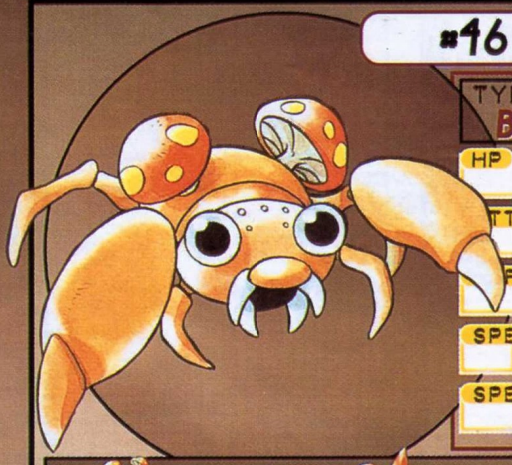
Yellow Version
Evolve from Gloom

Techniques:

	Start		
Absorb			
Grass • Attack (Str.20), gain 1/2 as HP			
Poison Powder	15	15	15
Poison • Poisons opponent			
Stun Spore	17	17	17
Grass • Paralyzes opponent			
Sleep Powder	19	19	-
Grass • Puts opponent to Sleep			
Acid	21	28	-
Poison • Attack (Str. 40), Lowers Def. 30%			
Petal Dance	33	38	-
Grass • Attack 2-3x (Str. 70), Confuses self			
Solar Beam	46	52	-
Grass • Attacks next turn (Str.120)			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#46 PARAS



TYPE 1	TYPE 2
Bug	Grass

HP	190
ATTACK	170
DEFENSE	110
SPEED	60
SPECIAL	120

♂ Paras — 21 Parasect

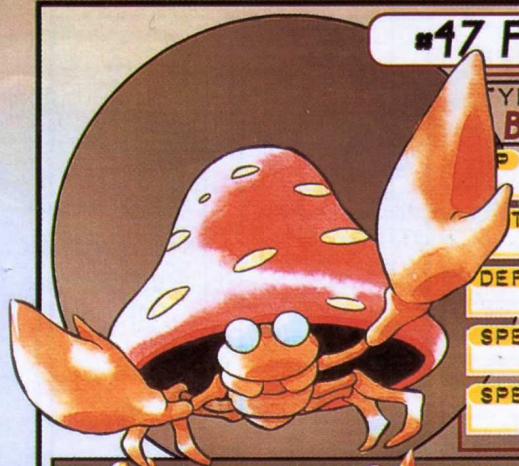
Red Version	Blue Version	Yellow Version
L8-12: Mt. Moon L22, 23: Safari Zone	L8-12: Mt. Moon L22, 23: Safari Zone	L9-13: Mt. Moon L27: Safari Zone

Techniques:

	Start	
Scratch		
Normal • Attack (Strength 40)		
Stun Spore	13	13
Grass • Paralyzes opponent		
Leech Life	20	20
Bug • Attack (Str.20), gain 1/4 as HP		
Spore	27	30
Grass • Always puts enemy to Sleep		
Slash	31	39
Normal • Attack (Strength 70)		
Growth	41	48
Normal • Raises your Special		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#47 PARASECT



TYPE 1	TYPE 2
Bug	Grass

HP	240
ATTACK	220
DEFENSE	190
SPEED	70
SPECIAL	170

♂ Paras — 21 Parasect

Red Version	Blue Version	Yellow Version
Evolve from Paras L25, 30: Safari Zone	Evolve from Paras L25, 30: Safari Zone	Evolve from Paras L27, 32: Safari Zone

Techniques:

	Start	
Scratch		
Normal • Attack (Strength 40)		
Stun Spore	13	13
Grass • Paralyzes opponent		
Leech Life	20	20
Bug • Attack (Str.20), gain 1/4 as HP		
Spore	27	30
Grass • Always puts enemy to Sleep		
Slash	34	39
Normal • Attack (Strength 70)		
Growth	41	48
Normal • Raises your Special		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

Pokémon Top Five:
(part four)
Quickest

#1 (tie) JOLTEON 300 pts.

Three way tie here, but Jolteon takes the top spot because he's such an incredible Pokémon in other respects. Seadra was a surprise at #5, since he's the only Water Pokémon anywhere near the top.



#1 (tie) 300 pts. Electrode



#1 (tie) 300 pts. Aerodactyl



#4 290 pts. Mewtwo



#5 280 pts. Seadra

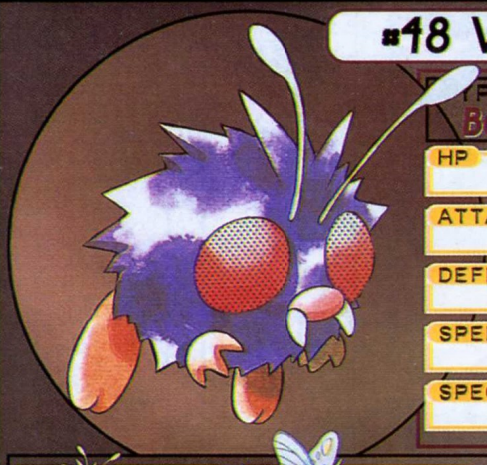


Worst Slowpoke 40 pts.

You certainly can't accuse them of false advertising on this one. Slowpoke is indeed the slowest of them all.



#48 VENONAT



TYPE 1	TYPE 2
Bug	Poison

HP	240
ATTACK	110
DEFENSE	110
SPEED	120
SPECIAL	100





Red Version
L21,26: Routes 12-11
L28: Route 15
L22: Safari Zone

Blue Version
L21,26: Routes 12-11
L28: Route 15
L22: Safari Zone

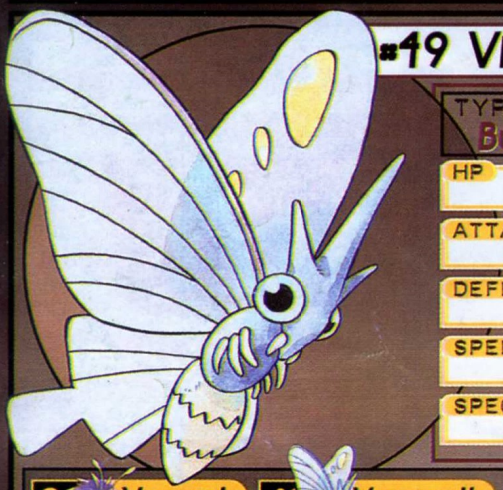
Yellow Version
L13,16: Route 21+25
L21-27: Route 11+15

Techniques:

	RB	Y	RB	Y
Tackle — Normal • Attack (Strength 35)	Start			
Disable — Psychic • Seals one of foe's attacks	Start			
Supersonic — Normal • Confuses opponent	-	11	-	11
Confusion — Psychic • Attack (Str.50), Confuses 10%	-	19	-	19
Poison Powder — Poison • Poisons opponent	21	22	21	22
Leech Life — Grass • Drains enemy HP each turn	27	27	27	27
Stun Spore — Grass • Paralyzes opponent	30	30	30	30
Psybeam — Psychic • Attack (Str.65), Confuses 10%	35	35	38	38
Sleep Powder — Grass • Puts opponent to Sleep	38	38	13	13
Psychic — Psychic • Attack (Str.90), Lowers Special 30%	13	13	50	50

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#49 VENOMOTH



TYPE 1	TYPE 2
Bug	Poison

HP	260
ATTACK	160
DEFENSE	130
SPEED	210
SPECIAL	200





Red Version
Evolve from Venonat.
L31-32: Safari Zone
L10: Victory Road

Blue Version
Evolve from Venonat.
L31-32: Safari Zone
L10: Victory Road

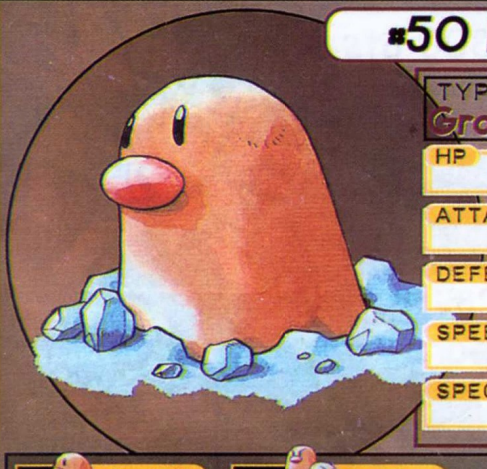
Yellow Version
Evolve from Venonat.
L30: Route 11+15

Techniques:

	RB	Y	RB	Y
Tackle — Normal • Attack (Strength 35)	Start			
Disable — Psychic • Seals one of foe's attacks	Start			
Supersonic — Normal • Confuses opponent	-	11	-	11
Confusion — Psychic • Attack (Str.50), Confuses 10%	-	19	-	19
Poison Powder — Poison • Poisons opponent	21	22	21	22
Leech Life — Grass • Drains enemy HP each turn	27	27	27	27
Stun Spore — Grass • Paralyzes opponent	30	30	30	30
Psybeam — Psychic • Attack (Str.65), Confuses 10%	35	35	38	38
Sleep Powder — Grass • Puts opponent to Sleep	38	38	13	13
Psychic — Psychic • Attack (Str.90), Lowers Special 30%	13	13	50	50

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#50 DIGLETT



TYPE 1	TYPE 2
Ground	-

HP	160
ATTACK	110
DEFENSE	90
SPEED	200
SPECIAL	120





Red Version
L15-22: Diglett's Cave

Blue Version
L15-22: Diglett's Cave

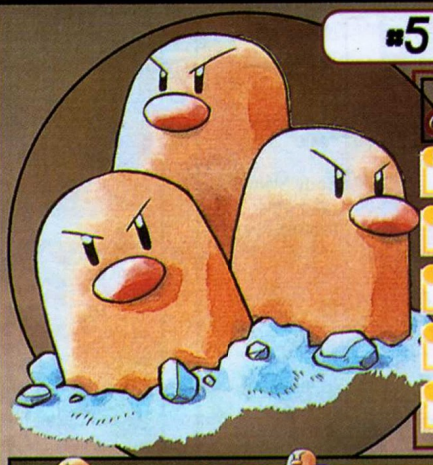
Yellow Version
L15-22: Diglett's Cave

Techniques:

Scratch — Normal • Attack (Strength 40)	Start	
Growl — Normal • Raises your Special	15	15
Dig — Ground • Attack (Str. 100), escape dungeons	19	19
Sand Attack — Normal • Lowers enemy's Accuracy	24	24
Slash — Normal • Attack (Strength 70)	31	35
Earthquake — Ground • Attack (Str. 100)	10	17

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#51 DUGTRIO



TYPE 1	TYPE 2
Ground	-

HP	210
ATTACK	190
DEFENSE	110
SPEED	250
SPECIAL	170

0 Diglett — 26 Dugtrio

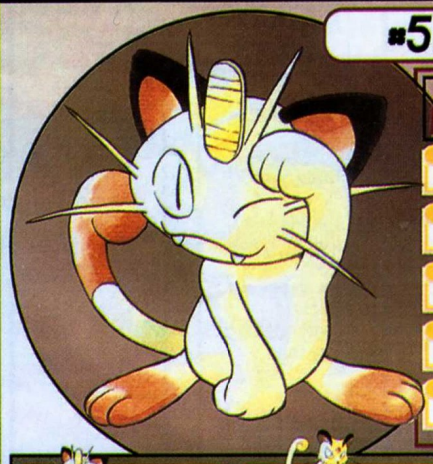
Red Version	Blue Version	Yellow Version
Evolve from Diglett L29, 31: Diglett's Cave	Evolve from Diglett L29, 31: Diglett's Cave	Evolve from Diglett L29, 31: Diglett's Cave

Techniques:

Scratch	Start
Normal • Attack (Strength 40)	
Growl	15 15
Normal • Raises your Special	
Dig	19 19
Ground • Attack (Str. 100), escape dungeons	
Sand Attack	24 24
Normal • Lowers enemy's Accuracy	
Slash	31 35
Normal • Attack (Strength 70)	
Earthquake	40 47
Ground • Attack (Str. 100)	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#52 MEOWTH



TYPE 1	TYPE 2
Normal	-

HP	210
ATTACK	120
DEFENSE	90
SPEED	210
SPECIAL	100

0 Meowth — 28 Persian

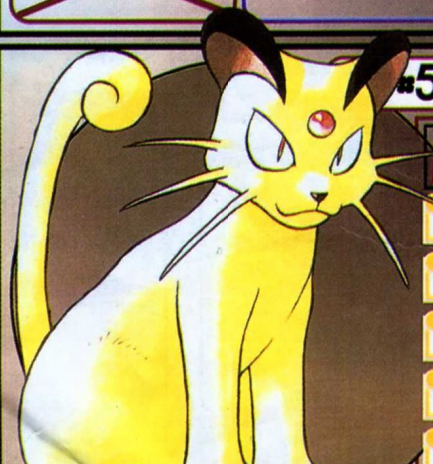
Red Version	Blue Version	Yellow Version
	L10-16: Route 5+6 L17-20: Route 7+8	

Techniques:

Scratch	Start
Normal • Attack (Strength 40)	
Growl	Start
Normal • Raises your Special	
Bite	12 12
Normal • Attack (Str.60), Flinches 10%	
Pay Day	17 17
Normal • Attack (Str.40), Steals foe's $	
Screech	21 21
Normal • Greatly lowers foe's Def.	
Fury Swipes	33 37
Normal • Attack 2-5 times (Str. 18)	
Slash	41 51
Normal • Attack (Strength 70)	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#53 PERSIAN



TYPE 1	TYPE 2
Normal	-

HP	260
ATTACK	170
DEFENSE	140
SPEED	260
SPECIAL	150

0 Meowth — 28 Persian

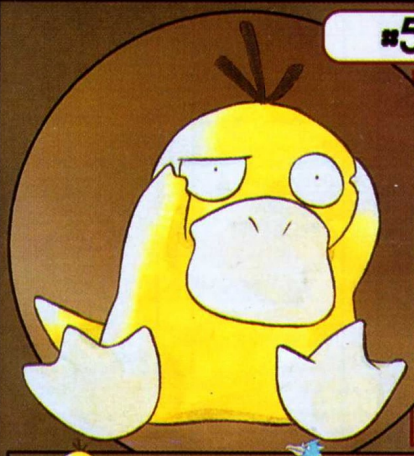
Red Version	Blue Version	Yellow Version
	Evolve from Meowth	

Techniques:

Scratch	Start
Normal • Attack (Strength 40)	
Growl	Start
Normal • Raises your Special	
Bite	12 12
Normal • Attack (Str.60), Flinches 10%	
Pay Day	17 17
Normal • Attack (Str.40), Steals foe's $	
Screech	21 21
Normal • Greatly lowers foe's Def.	
Fury Swipes	33 37
Normal • Attack 2-5 times (Str. 18)	
Slash	41 51
Normal • Attack (Strength 70)	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#54 PSYDUCK



TYPE 1	TYPE 2
Water	-

HP	200
ATTACK	100
DEFENSE	100
SPEED	150
SPECIAL	150

Psyduck ➔ 33 Golduck

Red Version
L15: Route 21, 25, Cerulean (Fish)
L28: Seafoam Isl.

Blue Version
L15: Route 21, 25, Cerulean (Fish)
L30, 32: Seafoam Isl.

Yellow Version
L15: Route 6 (only when using Surf)

Techniques:

Scratch	Start	
Normal • Attack (Strength 40)		
Tail Whip	28	28
Normal • Lowers foe's Defense		
Disable	31	31
Normal • Seals one of foe's attacks		
Confusion	36	39
Psychic • Attack (Str.50), Confuses 10%		
Fury Swipes	13	18
Normal • Attack 2-5 times (Str. 18)		
Hydro Pump	52	59
Water • Attack (Strength 120)		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#55 GOLDUCK



TYPE 1	TYPE 2
Water	-

HP	270
ATTACK	170
DEFENSE	170
SPEED	220
SPECIAL	220

Psyduck ➔ 33 Golduck

Red Version
Evolve from Psyduck
L38: Seafoam Island

Blue Version
Evolve from Psyduck
L39: Seafoam Island

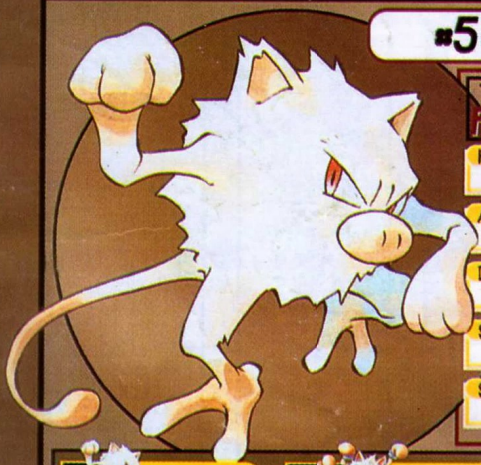
Yellow Version
Evolve from Psyduck
L15, 20: Route 6 (when using Surf)

Techniques:

Scratch	Start	
Normal • Attack (Strength 40)		
Tail Whip	28	28
Normal • Lowers foe's Defense		
Disable	31	31
Normal • Seals one of foe's attacks		
Confusion	36	39
Psychic • Attack (Str.50), Confuses 10%		
Fury Swipes	13	18
Normal • Attack 2-5 times (Str. 18)		
Hydro Pump	52	59
Water • Attack (Strength 120)		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#56 MANKEY



TYPE 1	TYPE 2
Fighting	-

HP	220
ATTACK	200
DEFENSE	100
SPEED	150
SPECIAL	80

Mankey ➔ 28 Primeape

Red Version
L10-16: Route 5+6
L17-20: Route 7+8

Blue Version

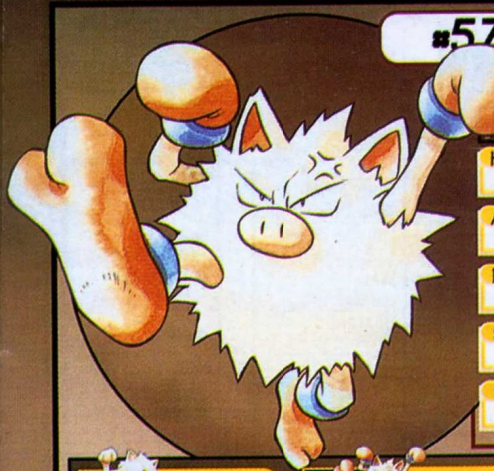

Yellow Version
L3-5: Route 22
L9: Route 3+1
L36, 41: Route 23

Techniques:

Scratch	Start	
Normal • Attack (Strength 40)		
Leer	Start	
Normal • Lowers enemy's Defense		
Low Kick	-	9
Fighting • Attack (Str.60), Flinches 30%		
Karate Chop	15	15
Fighting • Attack (Str.30), usu. Crit. Hit		
Fury Attack	21	21
Normal • Attack 2-5 times (Str. 15)		
Focus Energy	27	27
Normal • Next attack usu. Critical Hit.		
Rage	-	-
Normal • Attack every turn (Str. 20)		
Seismic Toss	33	33
Fighting • Does damage = to user level		
Screech	-	45
Normal • Greatly lowers foe's Def.		
Thrash	39	39
Normal • Attack 2-3x (Str. 90), Confuses self		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#57 PRIMEAPE



TYPE 1	TYPE 2
Fighting	-

HP	270
ATTACK	250
DEFENSE	150
SPEED	200
SPECIAL	130

Techniques:

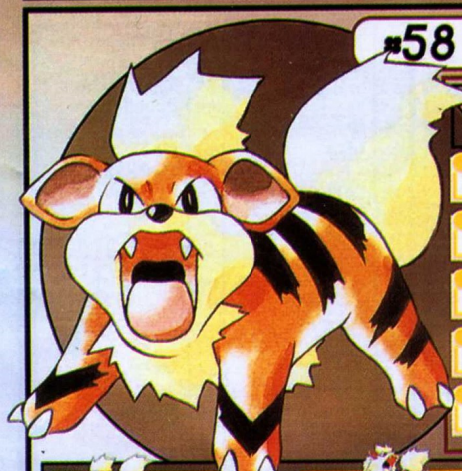
	Start
Scratch	
Normal • Attack (Strength 40)	
Leer	Start
Normal • Lowers enemy's Defense	
Low Kick	- | 9 | - | 9
Fighting • Attack (Str.60), Flinches 30%	
Karate Chop	15 | 15 | 15 | 15
Fighting • Attack (Str.30), usu. Crit. Hit	
Fury Attack	21 | 21 | 21 | 21
Normal • Attack 2-5 times (Str. 15)	
Focus Energy	27 | 27 | 27 | 27
Normal • Next attack usu. Critical Hit.	
Rage	- | - | - | 28
Normal • Attack every turn (Str. 20)	
Seismic Toss	33 | 33 | 37 | 37
Fighting • Does damage = to user level	
Screech	- | 15 | - | 15
Normal • Greatly lowers foe's Def.	
Thrash	39 | 39 | 46 | 46
Normal • Attack 2-3x (Str. 90), Confuses self	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

9 Mankey → 28 Primeape

Red Version	Blue Version	Yellow Version
Evolve from Mankey		Evolve from Mankey L41, 46: Route 23

#58 GROWLITHE



TYPE 1	TYPE 2
Fire	-

HP	210
ATTACK	170
DEFENSE	120
SPEED	130
SPECIAL	110

Techniques:

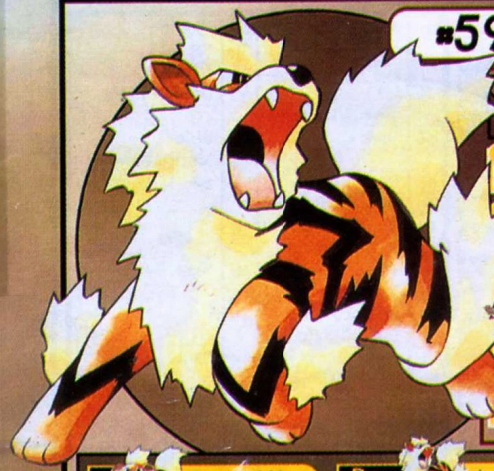
	Start
Bite	
Normal • Attack (Str.60), Flinches 10%	
Roar	Start
Normal • Ends non-trainer fights	
Ember	18 | -
Fire • Attack (Str.40), Burns 10%	
Leer	23 | -
Normal • Lowers enemy's Defense	
Take Down	30 | -
Normal • Attack (Str. 90), 1/4 damage to user	
Agility	39 | -
Psychic • Greatly increases Speed	
Flamethrower	50 | -
Fire • Attack (Str.95), Burns 10%	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

O Growlithe → Fire Stone → Arcanine

Red Version	Blue Version	Yellow Version
L15-18: Route 8 L 18, 20: Route 7 L32-35: Mansion		L26, 30, 31, 38: Pokémon Mansion

#59 ARCANINE



TYPE 1	TYPE 2
Fire	-

HP	310
ATTACK	250
DEFENSE	190
SPEED	200
SPECIAL	170

Techniques:

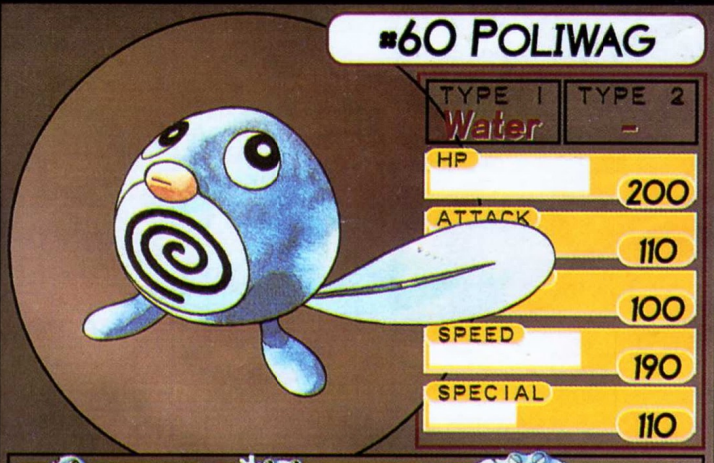
	Start
Bite	
Normal • Attack (Str.60), Flinches 10%	
Roar	Start
Normal • Ends non-trainer fights	
Ember	18 | -
Fire • Attack (Str.40), Burns 10%	
Leer	23 | -
Normal • Lowers enemy's Defense	
Take Down	30 | -
Normal • Attack (Str. 90), 1/4 damage to user	
Agility	39 | -
Psychic • Greatly increases Speed	
Flamethrower	50 | -
Fire • Attack (Str.95), Burns 10%	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

O Growlithe → Fire Stone → Arcanine

Red Version	Blue Version	Yellow Version
Evolve from Arcanine		Evolve from Arcanine

#60 POLIWAG



TYPE 1	TYPE 2
Water	–

HP	200
ATTACK	110
DEFENSE	100
SPEED	190
SPECIAL	110

Poliwag → 25 Poliwhirl → Water Stone Poliwrath

Red Version	Blue Version	Yellow Version
L15: Pallet Town (fish) L15: Viridian (fish) L15: Route 22 (fish)	L15: Pallet Town (fish) L15: Viridian (fish) L15: Route 22 (fish)	L5, 10, 15: Route 22 (fish) L5, 10, 15: Viridian City (fish)

Techniques:

Bubble	Start		
Water • Attack (Str. 20), lowers Speed 30%			
Hypnosis	16	16	16
Psychic • Puts opponent to Sleep			
Water Gun	19	19	19
Water • Attack (Strength 40)			
Double Slap	25	26	–
Normal • Attack (Strength 40)			
Body Slam	31	33	–
Normal • Attack (Str.65), Flinches 30%			
Amnesia	38	41	–
Psychic • Greatly raise your Special			
Hydro Pump	15	49	–
Water • Attack (Strength 120)			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#61 POLIWHIRL



TYPE 1	TYPE 2
Water	–

HP	250
ATTACK	140
DEFENSE	150
SPEED	190
SPECIAL	130

Poliwag → 25 Poliwhirl → Water Stone Poliwrath

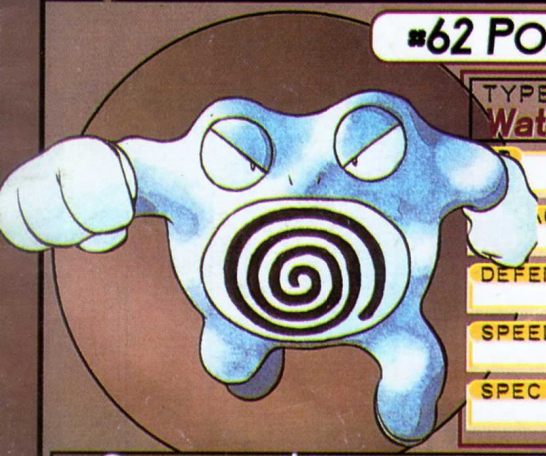
Red Version	Blue Version	Yellow Version
Evolve from Poliwag L23: Celadon City (fish)	Evolve from Poliwag L23: Celadon City (fish)	Evolve from Poliwag L15: Route 22 (fish)

Techniques:

Bubble	Start		
Water • Attack (Str. 20), lowers Speed 30%			
Hypnosis	16	16	16
Psychic • Puts opponent to Sleep			
Water Gun	19	19	19
Water • Attack (Strength 40)			
Double Slap	25	26	–
Normal • Attack (Strength 40)			
Body Slam	31	33	–
Normal • Attack (Str.65), Flinches 30%			
Amnesia	38	41	–
Psychic • Greatly raise your Special			
Hydro Pump	15	19	–
Water • Attack (Strength 120)			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#62 POLIWRATH



TYPE 1	TYPE 2
Water	Fighting

HP	300
ATTACK	180
DEFENSE	210
SPEED	150
SPECIAL	170

Poliwag → 25 Poliwhirl → Water Stone Poliwrath

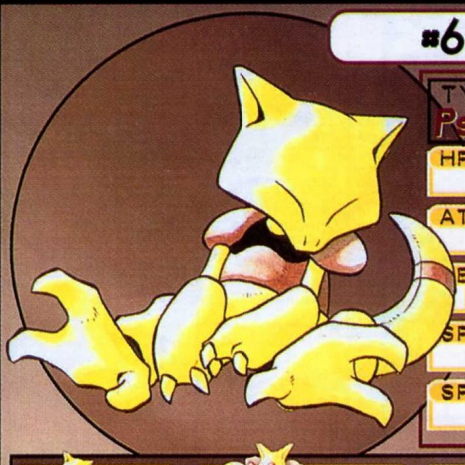
Red Version	Blue Version	Yellow Version
Evolve from Poliwrath	Evolve from Poliwrath	Evolve from Poliwrath

Techniques:

Bubble	Start		
Water • Attack (Str. 20), lowers Speed 30%			
Hypnosis	16	16	16
Psychic • Puts opponent to Sleep			
Water Gun	19	19	19
Water • Attack (Strength 40)			
Double Slap	25	26	–
Normal • Attack (Strength 40)			
Body Slam	31	33	–
Normal • Attack (Str.65), Flinches 30%			
Amnesia	38	41	–
Psychic • Greatly raise your Special			
Hydro Pump	15	49	–
Water • Attack (Strength 120)			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#63 ABRA



TYPE 1	TYPE 2
Psychic	-

HP	160
ATTACK	60
DEFENSE	40
SPEED	200
SPECIAL	210

Q. Abra | 16 Kadabra | TRADE Alakazam

Red Version
L10, 12: Route 24+25
L9: Celadon Casino

Blue Version
L10, 12: Route 24+25
L7: Celadon Casino

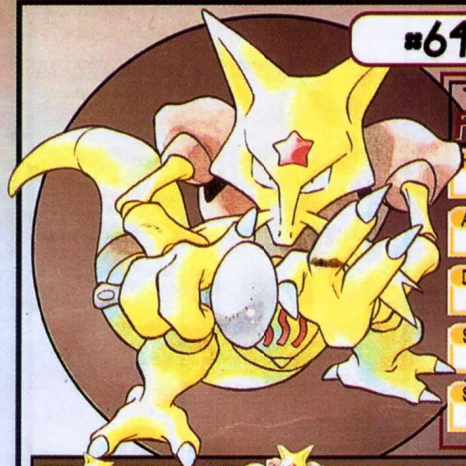
Yellow Version
L7: Route 5+6
L15, 19, 26: Route 7+8
L15: Celadon Casino

Techniques:

Teleport			Start
Psychic • Ends non-trainer fights			
Confusion	-	16	16
Psychic • Attack (Str. 50), Confuses 10%			
Disable	-	20	20
Normal • Seals one of foe's attacks			
Psybeam	-	27	27
Psychic • Attack (Str. 65), Confuses 10%			
Recover	-	31	31
Normal • Recovers 1/2 of your HP Max			
Psychic	-	38	38
Psychic • Attack (Str.90), Lowers Special 30%			
Reflect	-	12	12
Psychic • Cuts Normal damage by 1/2			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#64 KADABRA



TYPE 1	TYPE 2
Psychic	-

HP	190
ATTACK	90
DEFENSE	70
SPEED	230
SPECIAL	270

Q. Abra | 16 Kadabra | TRADE Alakazam

Red Version
Evolve from Abra.
L19, 51: Unknown Dungeon

Blue Version
Evolve from Abra.
L19, 51: Unknown Dungeon

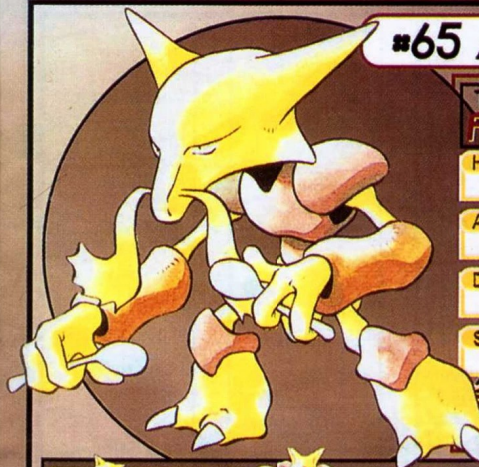
Yellow Version
Evolve from Abra
L20, 27: Route 8

Techniques:

Teleport			Start
Psychic • Ends non-trainer fights			
Confusion	-	16	16
Psychic • Attack (Str. 50), Confuses 10%			
Disable	-	20	20
Normal • Seals one of foe's attacks			
Psybeam	-	27	27
Psychic • Attack (Str. 65), Confuses 10%			
Recover	-	31	31
Normal • Recovers 1/2 of your HP Max			
Psychic	-	38	38
Psychic • Attack (Str.90), Lowers Special 30%			
Reflect	-	12	12
Psychic • Cuts Normal damage by 1/2			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#65 ALAKAZAM



TYPE 1	TYPE 2
Psychic	-

HP	220
ATTACK	120
DEFENSE	100
SPEED	260
SPECIAL	300

Q. Abra | 16 Kadabra | TRADE Alakazam

Red Version
Evolve from Kadabra

Blue Version
Evolve from Kadabra

Yellow Version
Evolve from Kadabra

Techniques:

Teleport			Start
Psychic • Ends non-trainer fights			
Confusion	-	16	16
Psychic • Attack (Str. 50), Confuses 10%			
Disable	-	20	20
Normal • Seals one of foe's attacks			
Psybeam	-	27	27
Psychic • Attack (Str. 65), Confuses 10%			
Recover	-	31	31
Normal • Recovers 1/2 of your HP Max			
Psychic	-	38	38
Psychic • Attack (Str.90), Lowers Special 30%			
Reflect	-	12	12
Psychic • Cuts Normal damage by 1/2			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#66 MACHOP



TYPE 1	TYPE 2
Fighting	-

HP	270
ATTACK	200
DEFENSE	110
SPEED	80
SPECIAL	100

0 Machop | 28 Machoke | TRADE Machamp

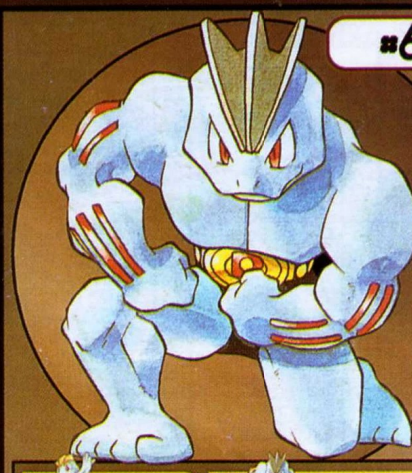
Red Version	Blue Version	Yellow Version
L15, 17: Rock Tunnel L21: Victory Road	L15, 17: Rock Tunnel L21: Victory Road	L15, 17: Rock Tunnel L16: Route 10

Techniques:

	Start		
Karate Chop			
Fighting • Attack (Str.30), usu. Crit. Hit			
Low Kick	20	20	20
Fighting • Attack (Str. 60), Flinches 30%			
Leer	25	25	25
Normal • Lowers enemy's Defense			
Focus Energy	32	36	36
Normal • Next attack usu. Critical Hit			
Seismic Toss	39	44	44
Fighting • Does damage = to user level			
Submission	46	52	52
Fighting • Attack (Str. 80), 1/4 damage to user			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#67 MACHOKE



TYPE 1	TYPE 2
Fighting	-

HP	290
ATTACK	240
DEFENSE	150
SPEED	100
SPECIAL	130

0 Machop | 28 Machoke | TRADE Machamp

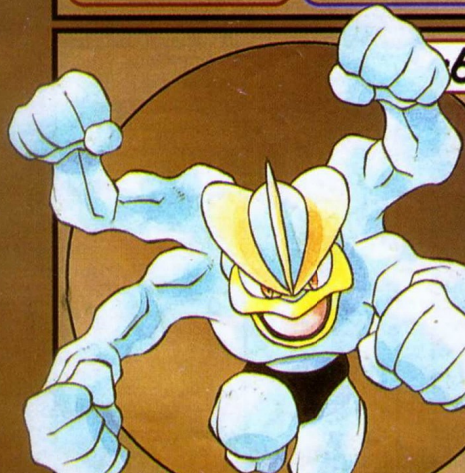
Red Version	Blue Version	Yellow Version
Evolve from Machop L41-42: Victory Road	Evolve from Machop L41-42: Victory Road	Evolve from Machop L39, 42, 45: Victory Road

Techniques:

	Start		
Karate Chop			
Fighting • Attack (Str.30), usu. Crit. Hit			
Low Kick	20	20	20
Fighting • Attack (Str. 60), Flinches 30%			
Leer	25	25	25
Normal • Lowers enemy's Defense			
Focus Energy	32	36	36
Normal • Next attack usu. Critical Hit			
Seismic Toss	39	44	44
Fighting • Does damage = to user level			
Submission	46	52	52
Fighting • Attack (Str. 80), 1/4 damage to user			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#68 MACHAMP



TYPE 1	TYPE 2
Fighting	-

HP	310
ATTACK	300
DEFENSE	170
SPEED	120
SPECIAL	160

0 Machop | 28 Machoke | TRADE Machamp

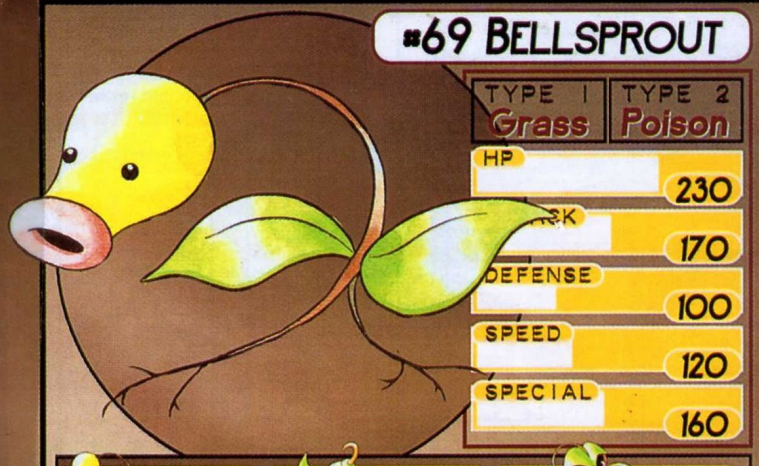
Red Version	Blue Version	Yellow Version
Evolve from Machoke	Evolve from Machoke	Evolve from Machoke

Techniques:

	Start		
Karate Chop			
Fighting • Attack (Str.30), usu. Crit. Hit			
Low Kick	20	20	20
Fighting • Attack (Str. 60), Flinches 30%			
Leer	25	25	25
Normal • Lowers enemy's Defense			
Focus Energy	32	36	36
Normal • Next attack usu. Critical Hit			
Seismic Toss	39	44	44
Fighting • Does damage = to user level			
Submission	46	52	52
Fighting • Attack (Str. 80), 1/4 damage to user			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#69 BELLSPROUT



TYPE 1	TYPE 2
Grass	Poison

HP	230
ATTACK	170
DEFENSE	100
SPEED	120
SPECIAL	160

Bellsprout → 21 → Weepinbell → Leaf Stone → Victreebell

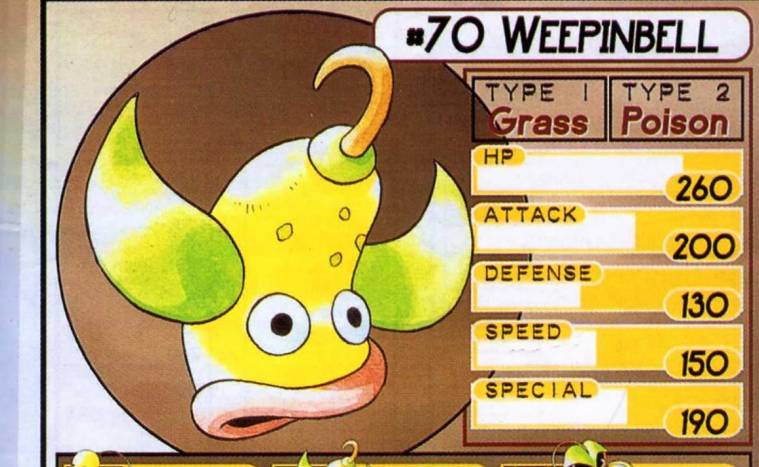
Red Version	Blue Version	Yellow Version
	L12-11: Route 21+25 L13, 15, 16: Route 5-6 L19, 22: Route 7-8	L12-11: Route 21+25 L25-28: Route 12-15

Techniques:

Vine Whip	Start			
Grass • Attack (Strength 35)				
Growth	Start			
Normal • Raises your Special				
Wrap	13	13	13	
Normal • Attack 2-5 times (Str. 15)				
Poison Powder	15	15	15	
Poison • Poisons opponent				
Sleep Powder	18	18	18	
Grass • Puts opponent to Sleep				
Stun Spore	21	23	-	
Grass • Paralyzes opponent				
Acid	26	29	-	
Poison • Attack (Str. 40), Lowers Def. 30%				
Razor Leaf	33	38	-	
Grass • Attack (55 Strength)				
Slam	12	19	-	
Normal • Attack (Strength 80)				

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#70 WEEPINBELL



TYPE 1	TYPE 2
Grass	Poison

HP	260
ATTACK	200
DEFENSE	130
SPEED	150
SPECIAL	190

Bellsprout → 21 → Weepinbell → Leaf Stone → Victreebell

Red Version	Blue Version	Yellow Version
	Evolve from Bellsprout L28,30: Route 12-15	Evolve from Bellsprout L29,30: Route 12-15

Techniques:

Vine Whip	Start			
Grass • Attack (Strength 35)				
Growth	Start			
Normal • Raises your Special				
Wrap	13	13	13	
Normal • Attack 2-5 times (Str. 15)				
Poison Powder	15	15	15	
Poison • Poisons opponent				
Sleep Powder	18	18	18	
Grass • Puts opponent to Sleep				
Stun Spore	21	23	-	
Grass • Paralyzes opponent				
Acid	26	29	-	
Poison • Attack (Str. 40), Lowers Def. 30%				
Razor Leaf	33	38	-	
Grass • Attack (Strength 55)				
Slam	12	19	-	
Normal • Attack (Strength 80)				

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#71 VICTREEBEL



TYPE 1	TYPE 2
Grass	Poison

HP	290
ATTACK	230
DEFENSE	160
SPEED	180
SPECIAL	220

Bellsprout → 21 → Weepinbell → Leaf Stone → Victreebell

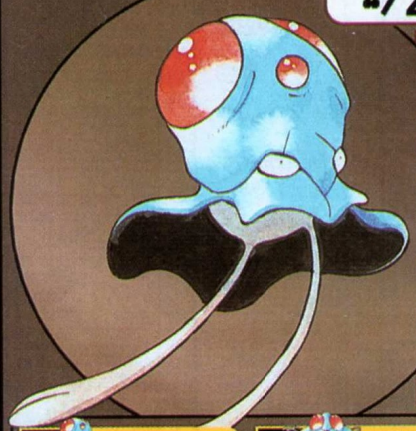
Red Version	Blue Version	Yellow Version
	Evolve from Weepinbell	Evolve from Weepinbell

Techniques:

Vine Whip	Start			
Grass • Attack (Strength 35)				
Growth	Start			
Normal • Raises your Special				
Wrap	13	13	13	
Normal • Attack 2-5 times (Str. 15)				
Poison Powder	15	15	15	
Poison • Poisons opponent				
Sleep Powder	18	18	18	
Grass • Puts opponent to Sleep				
Stun Spore	21	23	-	
Grass • Paralyzes opponent				
Acid	26	29	-	
Poison • Attack (Str. 40), Lowers Def. 30%				
Razor Leaf	33	38	-	
Grass • Attack (Strength 55)				
Slam	12	19	-	
Normal • Attack (Strength 80)				

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#72 TENTACOOL



TYPE 1	TYPE 2
Water	Poison

HP	210
ATTACK	90
DEFENSE	100
SPEED	160
SPECIAL	230

0 Tentacool 30 Tentacruel

Red Version
Various levels:
Route 19-21
L15: Route 12-13 (fish)

Blue Version
Various levels:
Route 19-21
L15: Route 12-13 (fish)

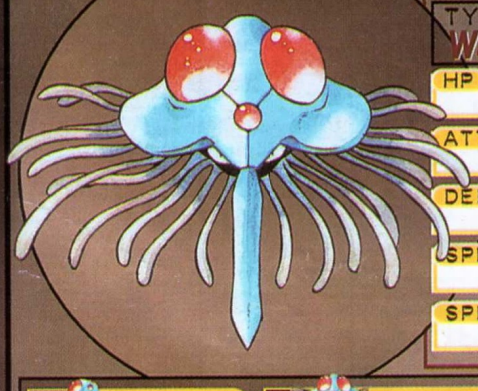
Yellow Version
Various levels:
Route 19-21
L15: Route 17-18 (fish)

Techniques:

	Start	
Acid		
Poison • Attack (Str. 40), Lowers Def. 30%		
Supersonic	7	7
Normal • Confuses opponent		
Wrap	13	13
Normal • Attack 2-5 times (Str. 15)		
Poison Sting	18	18
Poison • Attack (Str.15), Poisons 20%		
Water Gun	22	22
Water • Attack (Strength 40)		
Constrict	27	27
Normal • Attack (Str.10), Lowers Speed 30%		
Barrier	33	35
Psychic • Greatly increases Defense		
Screech	10	13
Normal • Greatly lowers foe's Def.		
Hydro Pump	18	50
Water • Attack (Strength 120)		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#73 TENTACRUEL



TYPE 1	TYPE 2
Water	Poison

HP	290
ATTACK	150
DEFENSE	160
SPEED	220
SPECIAL	270

0 Tentacool 30 Tentacruel

Red Version
Evolve from Tentacool

Blue Version
Evolve from Tentacool

Yellow Version
Evolve from Tentacool
L15,30: Rt. 19-21 (fish)

Techniques:

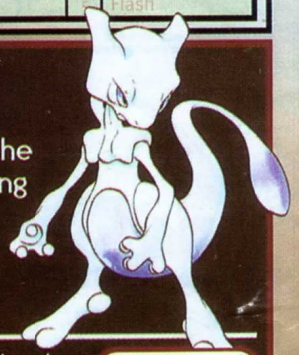
	Start	
Acid		
Poison • Attack (Str. 40), Lowers Def. 30%		
Supersonic	7	7
Normal • Confuses opponent		
Wrap	13	13
Normal • Attack 2-5 times (Str. 15)		
Poison Sting	18	18
Poison • Attack (Str.15), Poisons 20%		
Water Gun	22	22
Water • Attack (Strength 40)		
Constrict	27	27
Normal • Attack (Str.10), Lowers Speed 30%		
Barrier	33	35
Psychic • Greatly increases Defense		
Screech	10	13
Normal • Greatly lowers foe's Def.		
Hydro Pump	18	50
Water • Attack (Strength 120)		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

Pokémon Top Five:
(part five)
Specialest

#1 MEWTWO 330 pts.

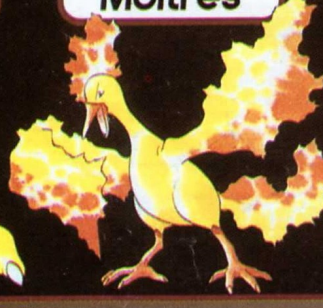
Number one with a bullet, Mewtwo is easily the game's, uh, Specialest character. Also scoring high is Alakazam in all of his forms, Jolteon, Gengar, and the strongest (stats-wise) of the legendary birds, Moltres.



#2 300 pts.
Alakazam



#3 (tie) 290 pts.
Moltres



#3 (tie) 290 pts.
Gengar



#5 (tie) 270 pts.
Jolteon, Tentacruel, Kadabra

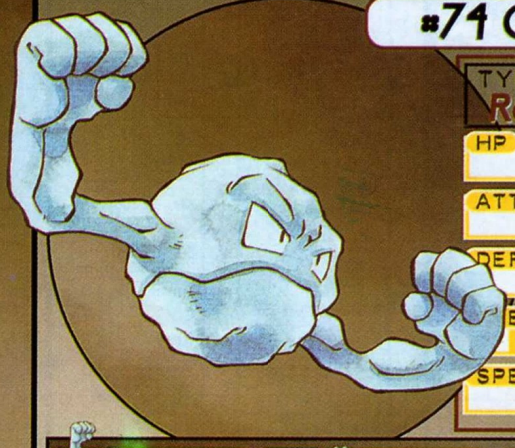


Worst
Weedle
50 pts.

There's not much special about Weedle, but his dismal Special of 50 doesn't can't hurt much–He has no Special attacks. The lowest Special for a character that needs a high Special is Hitmonchan's 100.



#74 GEODUDE



TYPE 1	TYPE 2
Rock	Ground

HP	210
ATTACK	180
DEFENSE	210
SPEED	50
SPECIAL	70

Geodude 25 Graveler TRADE Golem

Red Version	Blue Version	Yellow Version
L7-10: Mt Moon L16, 17: Rock Tunnel	L7-10: Mt Moon L16, 17: Rock Tunnel	L10-11: Mt Moon L16, 17: Rock Tunnel

Techniques:

Tackle	Start
Normal • Attack (Strength 35)	

Defense Curl	11	11	11
Normal • Raises your Defense			

Rock Throw	16	16	16
Rock •Attack (Strength 50)			

Self Destruct	21	21	21
Normal • Attack (Str.200), user Faints			

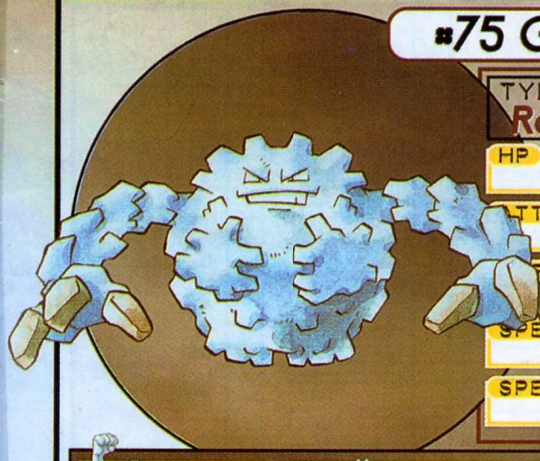
Harden	26	29	29
Normal • Raises your Defense			

Earthquake	31	36	36
Ground • Attack (Strength 100)			

Explosion	36	43	43
Normal • Attack (Str.250), user Faints			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#75 GRAVELER



TYPE 1	TYPE 2
Rock	Ground

HP	240
ATTACK	210
DEFENSE	240
SPEED	80
SPECIAL	100

Geodude 25 Graveler TRADE Golem

Red Version	Blue Version	Yellow Version
Evolve from Geodude L41, 43: Victory Road	Evolve from Geodude L41, 43: Victory Road	Evolve from Geodude L41, 47: Victory Road

Techniques:

Tackle	Start
Normal • Attack (Strength 35)	

Defense Curl	11	11	11
Normal • Raises your Defense			

Rock Throw	16	16	16
Rock •Attack (Strength 50)			

Self Destruct	21	21	21
Normal • Attack (Str.200), user Faints			

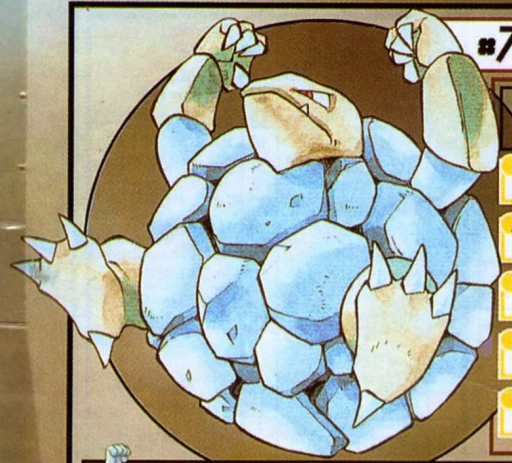
Harden	26	29	29
Normal • Raises your Defense			

Earthquake	31	36	36
Ground • Attack (Strength 100)			

Explosion	36	43	43
Normal • Attack (Str.250), user Faints			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#76 GOLEM



TYPE 1	TYPE 2
Rock	Ground

HP	290
ATTACK	240
DEFENSE	270
SPEED	100
SPECIAL	120

Geodude 25 Graveler TRADE Golem

Red Version	Blue Version	Yellow Version
Evolve from Graveler	Evolve from Graveler	Evolve from Graveler

Techniques:

Tackle	Start
Normal • Attack (Strength 35)	

Defense Curl	11	11	11
Normal • Raises your Defense			

Rock Throw	16	16	16
Rock •Attack (Strength 50)			

Self Destruct	21	21	21
Normal • Attack (Str.200), user Faints			

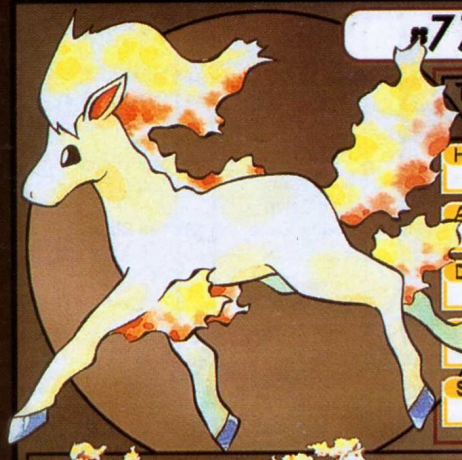
Harden	26	29	29
Normal • Raises your Defense			

Earthquake	31	36	36
Ground • Attack (Strength 100)			

Explosion	36	43	43
Normal • Attack (Str.250), user Faints			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#77 PONYTA



TYPE 1	TYPE 2
Fire	–

HP	240
ATTACK	180
DEFENSE	130
SPEED	210
SPECIAL	170

0 Ponyta 10 Rapidash

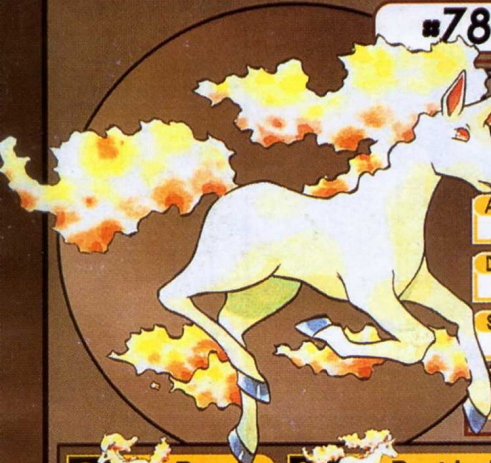
Red Version	Blue Version	Yellow Version
L28-36: Pokémon Mansion	L28-36: Pokémon Mansion	L28, 30, 32: Route 7

Techniques:

	Start
Ember	
Fire • Attack (Str. 40), Burns 10%	
Tail Whip	30 30
Normal • Lowers Def. of opponent	
Stomp	32 32
Normal • Attack (Str. 65), Flinches 30%	
Growl	35 35
Normal • Lowers Attack of opponent	
Fire Spin	39 39
Fire • Attack 2-5 times (Str.15)	
Take Down	13 17
Normal • Attack (Str. 90), 1/4 damage to user	
Agility	18 55
Psychic • Greatly increases Speed	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#78 RAPIDASH



TYPE 1	TYPE 2
Fire	–

HP	270
ATTACK	210
DEFENSE	160
SPEED	240
SPECIAL	200

0 Ponyta 10 Rapidash

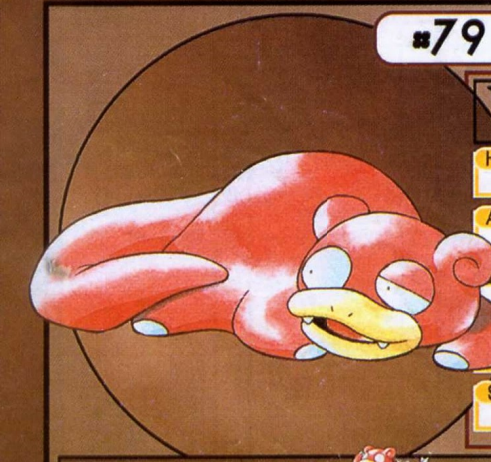
Red Version	Blue Version	Yellow Version
Evolve from Ponyta	Evolve from Ponyta	Evolve from Ponyta

Techniques:

	Start
Ember	
Fire • Attack (Str. 40), Burns 10%	
Tail Whip	30 30
Normal • Lowers Def. of opponent	
Stomp	32 32
Normal • Attack (Str. 65), Flinches 30%	
Growl	35 35
Normal • Lowers Attack of opponent	
Fire Spin	39 39
Fire • Attack 2-5 times (Str.15)	
Take Down	43 17
Normal • Attack (Str. 90), 1/4 damage to user	
Agility	18 55
Psychic • Greatly increases Speed	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#79 SLOWPOKE



TYPE 1	TYPE 2
Water	Psychic

HP	310
ATTACK	110
DEFENSE	150
SPEED	10
SPECIAL	110

0 Slowpoke 37 Slowbro

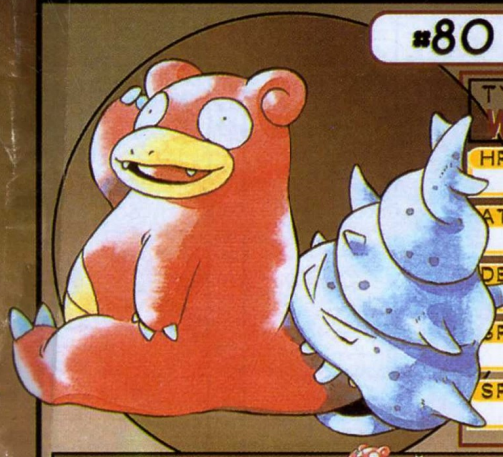
Red Version	Blue Version	Yellow Version
L28-33: Seafoam Isl. L15: Safari Zone (fish)	L28-33: Seafoam Isl. L15: Safari Zone (fish)	L15: Route 12 (when using Surf) L28-31: Seafoam Isl.

Techniques:

	Start
Confusion	
Psychic • Attack (Str.50), Confuses 10%	
Disable	18 18
Normal • Seals one of foe's attacks	
Head Butt	22 22
Normal • Attack (Str.70), Flinches 30%	
Growl	27 27
Normal • Lowers Attack of opponent	
Water Gun	33 33
Water • Attack (Strength 40)	
Withdraw	– 37
Water • Raises Defense	
Amnesia	10 44
Psychic • Greatly raise your Special	
Psychic	18 55
Psychic • Attack (Str.90), Lowers Special 30%	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#80 SLOWBRO



TYPE 1	TYPE 2
Water	Psychic

HP	330
ATTACK	190
DEFENSE	230
SPEED	90
SPECIAL	190

0 Slowpoke → 37 Slowbro

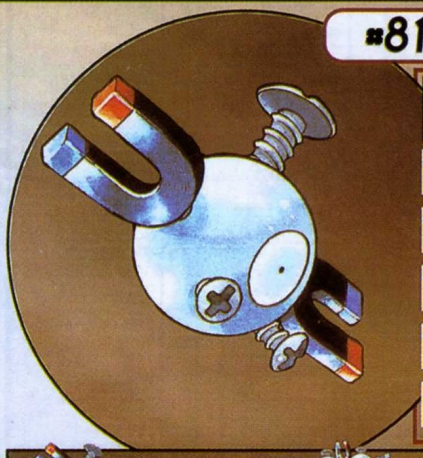
Red Version	Blue Version	Yellow Version
Evolve from Slowpoke L37: Seafoam Isl.	Evolve from Slowpoke L38: Seafoam Isl.	Evolve from Slowpoke L31: Seafoam Isl.

Techniques:

Technique	Start	
Confusion	Start	
Psychic • Attack (Str.50), Confuses 10%		
Disable	18	18
Normal • Seals one of foe's attacks		
Head Butt	22	22
Normal • Attack (Str.70), Flinches 30%		
Growl	27	27
Normal • Lowers Attack of opponent		
Water Gun	33	33
Water • Attack (Strength 40)		
Withdraw	-	37
Water • Raises Defense		
Amnesia	40	41
Psychic • Greatly raise your Special		
Psychic	48	55
Psychic • Attack (Str.90), Lowers Special 30%		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#81 MAGNEMITE



TYPE 1	TYPE 2
Electric	-

HP	180
ATTACK	90
DEFENSE	170
SPEED	110
SPECIAL	210

0 Magnemite → 30 Magneton

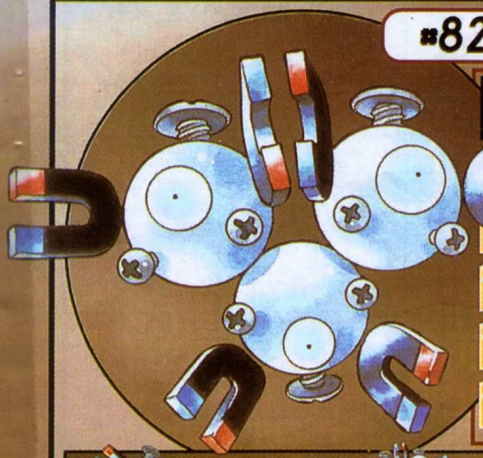
Red Version	Blue Version	Yellow Version
L21, 23: Power Plant	L21, 23: Power Plant	L16-22: Route 10 L30, 35: Power Plant

Techniques:

Technique	Start	
Tackle	Start	
Normal • Attack (Strength 35)		
Sonic Boom	21	21
Normal • Deals 20 damage to enemy		
Thundershock	25	25
Electric • Attack (Str.40), Paralyzes 10%		
Supersonic	29	29
Normal • Confuses opponent		
Thunder Wave	35	38
Electric • Paralyze opponent		
Swift	41	46
Normal • Attack (Str. 60), always hits		
Screech	47	51
Normal • Greatly lowers foe's Def.		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#82 MAGNETON



TYPE 1	TYPE 2
Electric	-

HP	230
ATTACK	140
DEFENSE	220
SPEED	160
SPECIAL	260

0 Magnemite → 30 Magneton

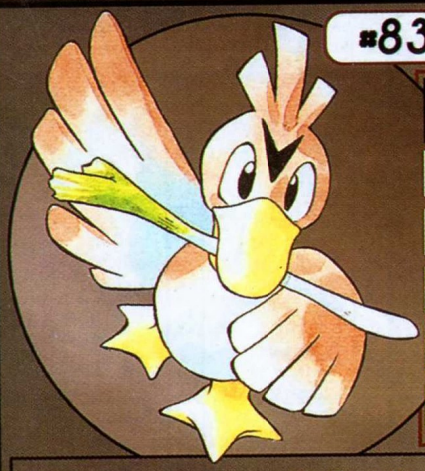
Red Version	Blue Version	Yellow Version
Evolve from Magnemite L32, 35: Power Plant	Evolve from Magnemite L32, 35: Power Plant	Evolve from Magnemite L33, 38: Power Plant

Techniques:

Technique	Start	
Tackle	Start	
Normal • Attack (Strength 35)		
Sonic Boom	21	21
Normal • Deals 20 damage to enemy		
Thundershock	25	25
Electric • Attack (Str.40), Paralyzes 10%		
Supersonic	29	29
Normal • Confuses opponent		
Thunder Wave	35	38
Electric • Paralyze opponent		
Swift	41	46
Normal • Attack (Str. 60), always hits		
Screech	47	54
Normal • Greatly lowers foe's Def.		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#83 FARFETCH'D



TYPE 1	TYPE 2
Normal	Flying

HP	230
ATTACK	150
DEFENSE	130
SPEED	130
SPECIAL	150

No Evolution

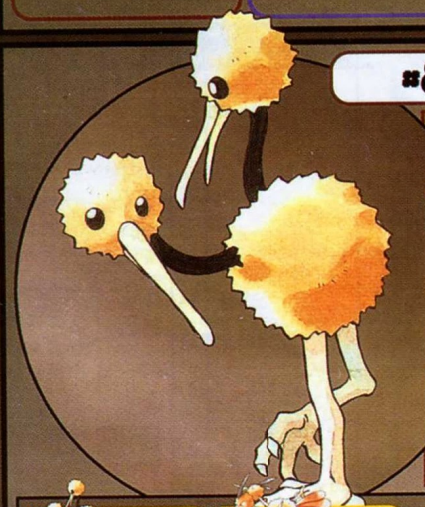
Red Version	Blue Version	Yellow Version
L3: Trade for in Vermillion City	L3: Trade for in Vermillion City	L 26, 31: Route 12+13

Techniques:

Peck	Start	Flying • Attack (Strength 35)
Sand Attack	Start	Normal • Lowers enemy's Accuracy
Leer	7	Normal • Lowers enemy's Defense
Fury Attack	15	Normal • Attack 2-5 times (Str. 15)
Swords Dance	23	Normal • Raises your Attack
Agility	31	Psychic • Greatly increases Speed
Slash	39	Normal • Attack (Strength 70)

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#84 DODUO



TYPE 1	TYPE 2
Normal	Flying

HP	200
ATTACK	180
DEFENSE	100
SPEED	160
SPECIAL	80

Doduo → 31 Dodrio

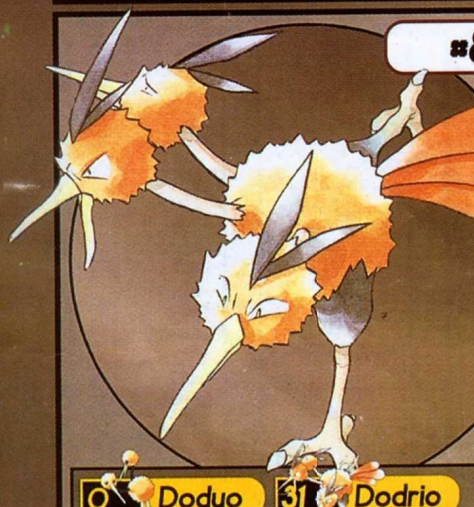
Red Version	Blue Version	Yellow Version
L18-22: Route 16 L24-28: Route 17+18 L26: Safari Zone	L18-22: Route 16 L24-28: Route 17+18 L26: Safari Zone	L22-28: Route 16-18

Techniques:

Peck	Start	Normal • Attack (Strength 35)
Growl	20 20	Normal • Lowers Attack of opponent
Fury Attack	21 21	Normal • Attack 2-5 times (Str. 15)
Drill Peck	30 30	Flying • Attack (Strength 80)
Rage	36 39	Normal • Attack every turn (Str. 20)
Tri Attack	10 15	Normal • Attack (Strength 80)
Agility	11 51	Psychic • Greatly increases Speed

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#85 DODRIO



TYPE 1	TYPE 2
rmal	Flying

	250
TTACK	230
DEFENSE	160
SPEED	210
SPECIAL	130

Doduo → 31 Dodrio

Red Version	Blue Version	Yellow Version
Evolve from Doduo L49, 51: Unknown Dungeon	Evolve from Doduo L49, 51: Unknown Dungeon	Evolve from Doduo L29: Route 17

Techniques:

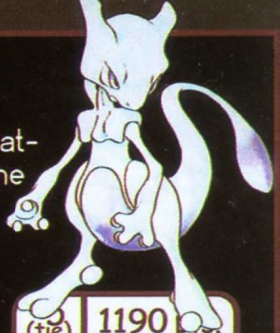
Peck	Start	Normal • Attack (Strength 35)
Growl	20 20	Normal • Lowers Attack of opponent
Fury Attack	21 21	Normal • Attack 2-5 times (Str. 15)
Drill Peck	30 30	Flying • Attack (Strength 80)
Rage	36 39	Normal • Attack every turn (Str. 20)
Tri Attack	10 15	Normal • Attack (Strength 80)
Agility	11 51	Psychic • Greatly increases Speed

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

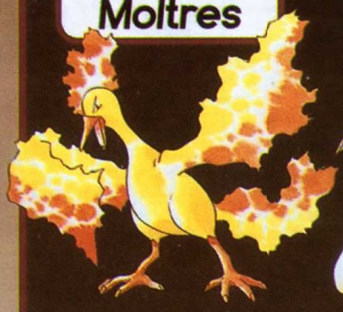
Pokémon Top ~~Ten~~ Eleven:
(part six)
Best Stats

#1 MEWTWO 1400 pts.

When all is said and done, there's just no beating Mewtwo. He has the highest Special in the game, one of the highest Speeds, and is in or near the top twenty in every other stat.



#2 Moltres 1250 pts.



Moltres makes up for his lack of skills with his well-rounded stats. The other two birds are a full 60 points behind.

#3 (tie) Dragonite 1210 pts.



All around tough guy Dragonite's merely average Speed of 180 cost him the #2 spot. Otherwise, he's amazing.

#3 (tie) Jolteon 1210 pts.



The truth bears repeating: Jolteon is amazing! With his great skills and high stats, Jolteon can take 8 of the top 10 with ease.

#5 (tie) Gyarados 1190 pts.



Gyarados is a powerhouse, and the only Pokémon on this list you can get fairly early in the game.

#5 (tie) Zapdos 1190 pts.



One of the most useful Pokémon, Zapdos is a must have for beating the Elite Four and catching the other two birds.

#5 (tie) Articuno 1190 pts.



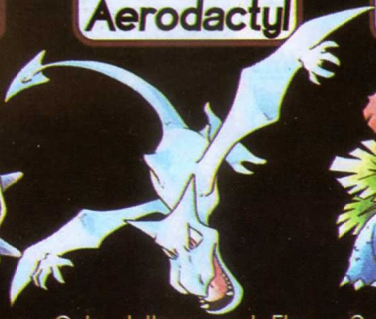
Moltres may have better stats, but with superior skills, Articuno can take him any day of the week (and twice on Thursdays).

#8 Cloyster 1180 pts.



Cloyster's best known for his high Defense, but he's no slouch in the other fields. His lowest stat is a respectable 170!

#9 (tie) Aerodactyl 1140 pts.



Only Jolteon and Electrode can match Aerodactyl's Speed, and neither can touch his high Attack score.

#9 (tie) Venusaur 1140 pts.



Squirtle and Charmander may get better skills, but the best stats go to the Bulbasaur family. The other starters don't come close.

#11 Arcanine 1120 pts.



I had to make it a Top 11 to get the Big Dog in here, since he so close to being #10. Arcanine is the clear king of the Fire-types.

Pokémon Top Five:
(part seven)
Worst Stats

#1 WEEDLE 550 pts.

Poor Weedle, with his dismal Special of 50, has the worst total stats in the game. But I'll say this for him... At least, unlike the statisticaly superior Caterpie, he can evolve into something good.



#2 Kakuna 560 pts.



Weedle gains 10 whole points worth of stats when he evolves into this weakling. 3 different stats under 100!

#3 (tie) Magikarp 610 pts.



Wow! I'm surprised Magikarp scored as high as he did... Of course, with an Attack of 10, he's still the most useless Pokémon on this list.

#3 (tie) Pidgey 610 pts.



Poor Pidgey deserves better than to be tied with the likes of Magikarp. Well, at least Pidgey can attack!

#5 Caterpie 620 pts.



Caterpie actually tied with Rattata for the #5 spot, but Rattata's too good to be put in such feeble company.

#86 SEEL



TYPE 1	TYPE 2
Water	–

HP	240
ATTACK	110
DEFENSE	120
SPEED	100
SPECIAL	160

0 Seel — 36 Dewgong

Red Version	Blue Version	Yellow Version
L28-33: Seafoam Isl.	L28-33: Seafoam Isl.	L22-32: Seafoam Isl.

Techniques:

Head Butt	Start	
Normal • Attack (Str.70), Flinches 30%		
Growl	30	30
Normal • Lowers Attack of opponent		
Aurora Beam	35	35
Ice • Attack (Str.65), Lowers Attack 30%		
Rest	10	11
Psychic • Recovers all HP, puts to Sleep		
Take Down	15	50
Normal • Attack (Str. 90), 1/4 damage to user		
Ice Beam	50	56
Ice • Attack (Str.95), Freezes 10%		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#87 DEWGONG



TYPE 1	TYPE 2
Water	Ice

HP	290
ATTACK	160
DEFENSE	170
SPEED	150
SPECIAL	210

0 Seel — 36 Dewgong

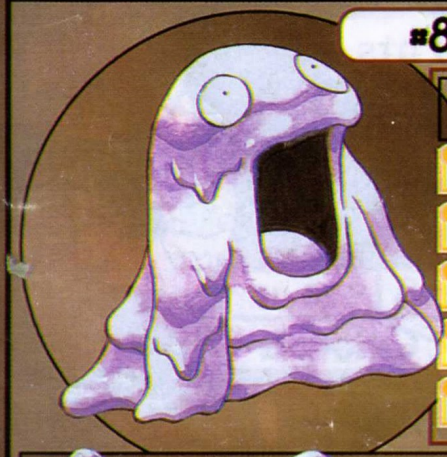
Red Version	Blue Version	Yellow Version
Evolve from Seel L37-38: Seafoam Isl.	Evolve from Seel L37-38: Seafoam Isl.	Evolve from Seel L28-31: Seafoam Isl.

Techniques:

Head Butt	Start	
Normal • Attack (Str.70), Flinches 30%		
Growl	30	30
Normal • Lowers Attack of opponent		
Aurora Beam	35	35
Ice • Attack (Str.65), Lowers Attack 30%		
Rest	10	11
Psychic • Recovers all HP, puts to Sleep		
Take Down	15	50
Normal • Attack (Str. 90), 1/4 damage to user		
Ice Beam	50	56
Ice • Attack (Str.95), Freezes 10%		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
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04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
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09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
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17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#88 GRIMER



TYPE 1	TYPE 2
Poison	–

HP	270
ATTACK	180
DEFENSE	110
SPEED	80
SPECIAL	100

0 Grimer — 38 Muk

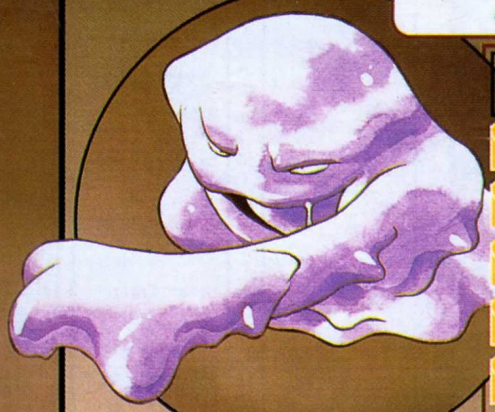
Red Version	Blue Version	Yellow Version
L30-35: Pokémon Mansion	L31-35: Pokémon Mansion	L23-38: Pokémon Mansion L33, 37: Power Plant

Techniques:

Pound	Start	
Normal • Attack (Strength 40)		
Disable	Start	
Normal • Seals one of foe's attacks		
Poison Gas	30	30
Poison • Poisons opponent		
Minimize	33	33
Normal • Lowers enemy's Accuracy		
Sludge	37	37
Poison • Attack (Str. 65), Poisons 40%		
Harden	12	15
Normal • Raises your Defense		
Screech	18	53
Normal • Greatly lowers foe's Def.		
Acid Armor	55	60
Poison • Greatly raises Defense		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#89 MUK



TYPE 1	TYPE 2
Poison	-

HP	320
ATTACK	230
DEFENSE	160
SPEED	130
SPECIAL	150

Grimer (30) → Muk (38)

Red Version
Evolve from Grimer L37-12: Pokémon Mansion

Blue Version
Evolve from Grimer L37-10: Pokémon Mansion

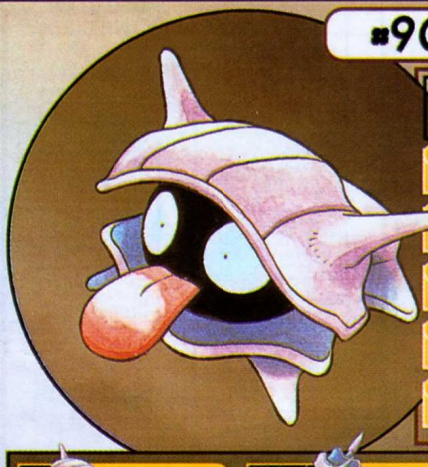
Yellow Version
Evolve from Grimer L35-11: P. Mansion
L33-37: Power Plant

Techniques:

Pound	Start	
Normal • Attack (Strength 40)		
Disable	Start	
Normal • Seals one of foe's attacks		
Poison Gas	30	30
Poison • Poisons opponent		
Minimize	33	33
Normal • Lowers enemy's Accuracy		
Sludge	37	37
Poison • Attack (Str. 65), Poisons 40%		
Harden	42	15
Normal • Raises your Defense		
Screech	48	53
Normal • Greatly lowers foe's Def.		
Acid Armor	55	60
Poison • Greatly raises Defense		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#90 SHELLDER



TYPE 1	TYPE 2
Water	-

HP	180
ATTACK	150
DEFENSE	230
SPEED	110
SPECIAL	100

Shellder (Water Stone) → Cloyster

Red Version
Various levels:
Various areas (fish) incl. Route 6, 19-21

Blue Version
Various levels:
Various areas (fish) incl. Route 6, 19-21

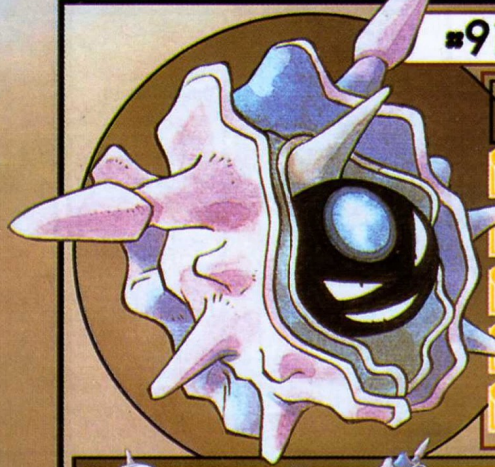
Yellow Version
L20-10: Routes 17+18 (fish)

Techniques:

Tackle	Start	
Normal • Attack (Strength 35)		
Withdraw	Start	
Water • Raises Defense		
Supersonic	18	-
Normal • Confuses opponent		
Clamp	23	-
Water • Attack 2-5 times (Str. 35)		
Aurora Beam	30	-
Ice • Attack (Str.65), Lowers Attack 30%		
Leer	39	-
Normal • Lowers enemy's Defense		
Ice Beam	50	-
Ice • Attack (Str.95), Freezes 10%		
Spike Cannon	-	50
Normal • Attack 2-5 times (Str. 20)		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#91 CLOYSTER



TYPE 1	TYPE 2
Water	Ice

HP	220
ATTACK	210
DEFENSE	400
SPEED	170
SPECIAL	180

Shellder (Water Stone) → Cloyster

Red Version
Evolve from Shellder

Blue Version
Evolve from Shellder

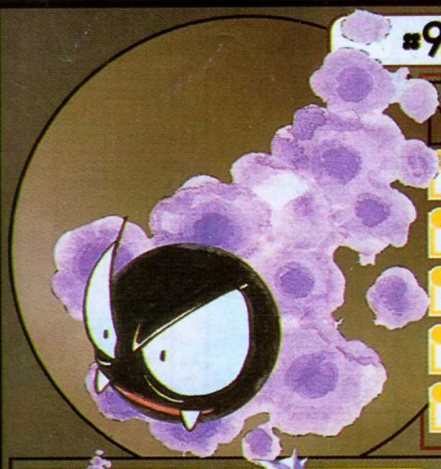
Yellow Version
Evolve from Shellder

Techniques:

Tackle	Start	
Normal • Attack (Strength 35)		
Withdraw	Start	
Water • Raises Defense		
Supersonic	18	-
Normal • Confuses opponent		
Clamp	23	-
Water • Attack 2-5 times (Str. 35)		
Aurora Beam	30	-
Ice • Attack (Str.65), Lowers Attack 30%		
Leer	39	-
Normal • Lowers enemy's Defense		
Ice Beam	50	-
Ice • Attack (Str.95), Freezes 10%		
Spike Cannon	-	50
Normal • Attack 2-5 times (Str. 20)		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#92 GASTLY



TYPE 1	TYPE 2
Ghost	Poison

HP	180
ATTACK	80
DEFENSE	70
SPEED	200
SPECIAL	230

Gastly 28 Haunter TRADE Gengar

Red Version	Blue Version	Yellow Version
L18-21: Pokémon Tower	L18-21: Pokémon Tower	L20-29: Pokémon Tower

Techniques:

	Start		
Lick			
Ghost · Attack (Str.20) Paralyzes 30%			
Confuse Ray	Start		
Ghost · Confuses opponent			
Night Shade	Start		
Ghost · Deals damage = to user's level			
Hypnosis	27	29	29
Psychic · Puts opponent to Sleep			
Dream Eater	35	38	38
Psychic · Drain HP (Str.100) from sleeping foes			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#93 HAUNTER



TYPE 1	TYPE 2
Ghost	Poison

HP	210
ATTACK	110
DEFENSE	100
SPEED	230
SPECIAL	260

Gastly 28 Haunter TRADE Gengar

Red Version	Blue Version	Yellow Version
Evolve from Gastly L25-30: Pokémon Tower	Evolve from Gastly L25-30: Pokémon Tower	Evolve from Gastly L20-29: Pokémon Tower

Techniques:

	Start		
Lick			
Ghost · Attack (Str.20) Paralyzes 30%			
Confuse Ray	Start		
Ghost · Confuses opponent			
Night Shade	Start		
Ghost · Deals damage = to user's level			
Hypnosis	27	29	29
Psychic · Puts opponent to Sleep			
Dream Eater	35	38	38
Psychic · Drain HP (Str.100) from sleeping foes			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#94 GENGAR



TYPE 1	TYPE 2
Ghost	Poison

HP	240
ATTACK	140
DEFENSE	130
SPEED	260
SPECIAL	290

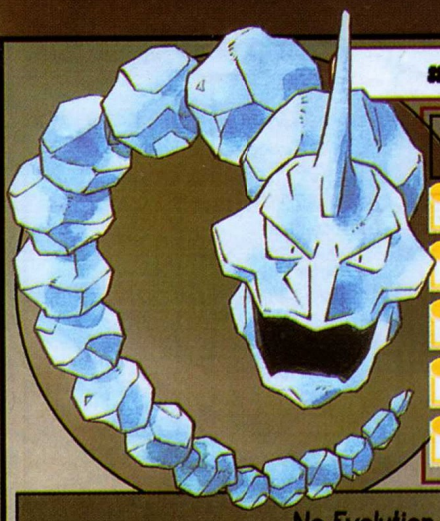
Gastly 28 Haunter TRADE Gengar

Red Version	Blue Version	Yellow Version
Evolve from Haunter	Evolve from Haunter	Evolve from Haunter

Techniques:

	Start		
Lick			
Ghost · Attack (Str.20) Paralyzes 30%			
Confuse Ray	Start		
Ghost · Confuses opponent			
Night Shade	Start		
Ghost · Deals damage = to user's level			
Hypnosis	27	29	29
Psychic · Puts opponent to Sleep			
Dream Eater	35	38	38
Psychic · Drain HP (Str.100) from sleeping foes			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash



#95 ONIX

TYPE 1	TYPE 2
Rock	Ground

HP	200
ATTACK	130
DEFENSE	330
SPEED	150
SPECIAL	90

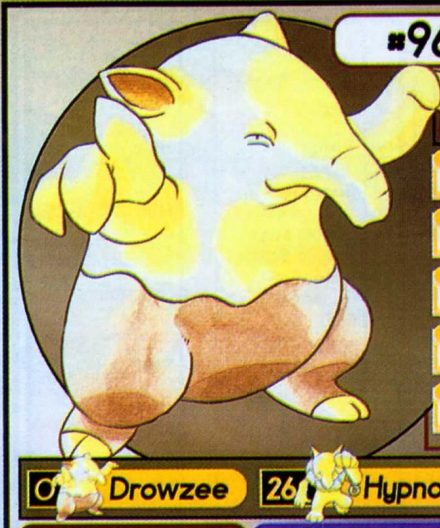
No Evolution

Red Version	Blue Version	Yellow Version
L13-17: Rock Tunnel L36-45: Victory Road	L13-17: Rock Tunnel L36-45: Victory Road	L13-17: Rock Tunnel L43-49: Victory Road

Techniques:

Tackle	Start	Normal • Attack (Strength 35)
Screech	Start	Normal • Greatly lowers foe's Def.
Bind	15	Normal • Attack 2-5 times (Str. 15)
Rock Throw	19	Rock • Attack (Strength 50)
Rage	25	Normal • Attack every turn (Str. 20)
Slam	33	Normal • Attack (Strength 80)
Harden	13	Normal • Raises your Defense

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash



#96 DROWZEE

TYPE 1	TYPE 2
Psychic	-

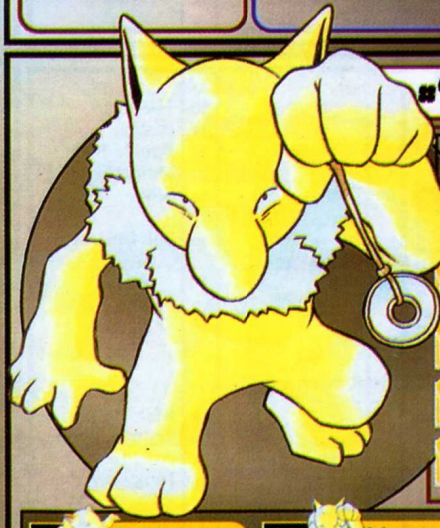
HP	210
ATTACK	100
DEFENSE	120
SPEED	100
SPECIAL	210

Red Version	Blue Version	Yellow Version
L9-15: Route 11	L9-15: Route 11	L15-19: Route 11

Techniques:

Pound	Start	Normal • Attack (Strength 40)
Hypnosis	Start	Psychic • Puts opponent to Sleep
Disable	12	Normal • Seals one of foe's attacks
Confusion	17	Psychic • Attack (Str.50), Confuses 10%
Head Butt	21	Normal • Attack (Str.70), Flinches 30%
Poison Gas	29	Poison • Poisons opponent
Psychic	32	Psychic • Attack (Str.90), Lowers Special 30%
Meditate	37	Psychic • Increases your Attack

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash



#97 HYPNO

TYPE 1	TYPE 2
Psychic	-

HP	290
ATTACK	150
DEFENSE	170
SPEED	150
SPECIAL	260

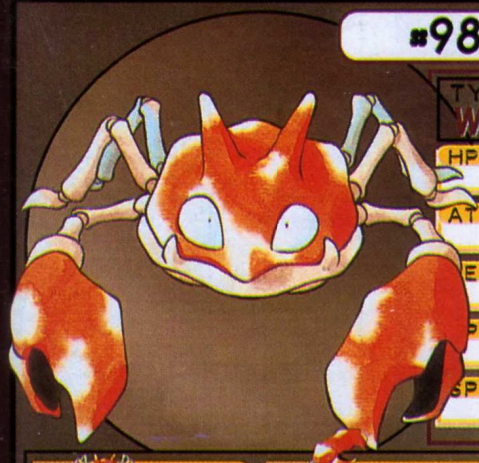
Red Version	Blue Version	Yellow Version
Evolve from Drowzee L16: Unk. Dungeon	Evolve from Drowzee L16: Unk. Dungeon	Evolve from Drowzee

Techniques:

Pound	Start	Normal • Attack (Strength 40)
Hypnosis	Start	Psychic • Puts opponent to Sleep
Disable	12	Normal • Seals one of foe's attacks
Confusion	17	Psychic • Attack (Str.50), Confuses 10%
Head Butt	21	Normal • Attack (Str.70), Flinches 30%
Poison Gas	33	Poison • Poisons opponent
Psychic	37	Psychic • Attack (Str.90), Lowers Special 30%
Meditate	43	Psychic • Increases your Attack

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#98 KRABBY



TYPE 1	TYPE 2
Water	–

HP	180
ATTACK	220
DEFENSE	200
SPEED	110
SPECIAL	80

0 Krabby — 28 Kingler

Red Version
Various levels: Route 6, 11-13, 17+18, (fish) Seafoam Island

Blue Version
Various levels: Route 6, 11-13, 17+18, Seafoam Island (fish)

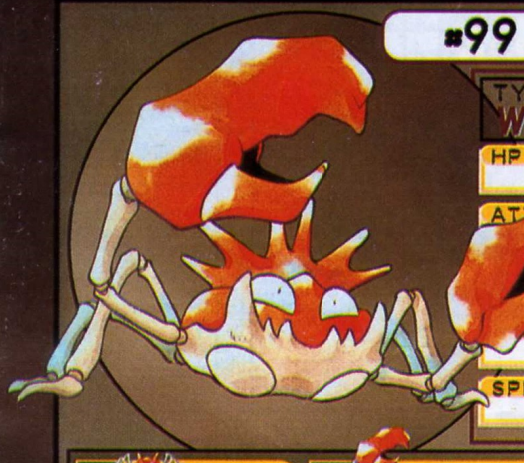
Yellow Version
L10, 15: Route 24+25 (fish)
Various: Seafoam Isl.

Techniques:

Bubble	Start	
Water • Attack (Str.20), lowers Speed 30%		
Leer	Start	
Normal • Lowers enemy's Defense		
Vice Grip	20	20
Normal • Attack (Strength 55)		
Guillotine	25	25
Type • Description		
Stomp	30	31
Normal • Attack (Str.65), Flinches 30%		
Crab Hammer	35	12
Water • Attack (Strength 90)		
Harden	10	19
Normal • Raises your Defense		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#99 KINGLER



TYPE 1	TYPE 2
Water	–

HP	230
ATTACK	270
DEFENSE	250
SPEED	160
SPECIAL	130

0 Krabby — 28 Kingler

Red Version
Evolve from Krabby L23: Route 23 (fish)

Blue Version
Evolve from Krabby L23: Route 23 (fish) L37, 39: Seafoam Isl.

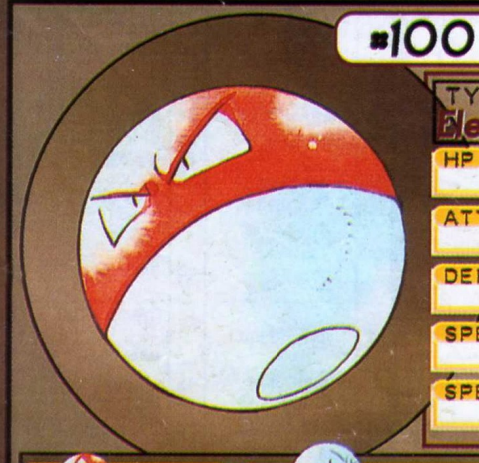
Yellow Version
Evolve from Krabby L15, 25: Route 25 (fish) L28-32: Seafoam Isl.

Techniques:

Bubble	Start	
Water • Attack (Str.20), lowers Speed 30%		
Leer	Start	
Normal • Lowers enemy's Defense		
Vice Grip	20	20
Normal • Attack (Strength 55)		
Guillotine	25	25
Type • Description		
Stomp	30	31
Normal • Attack (Str.65), Flinches 30%		
Crab Hammer	35	12
Water • Attack (Strength 90)		
Harden	40	19
Normal • Raises your Defense		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#100 VOLTORB



TYPE 1	TYPE 2
Electric	–

HP	200
ATTACK	80
DEFENSE	130
SPEED	220
SPECIAL	130

0 Voltorb — 30 Electrode

Red Version
L11-17: Route 10
L21, 23: Power Plant

Blue Version
L11-17: Route 10
L21, 23: Power Plant

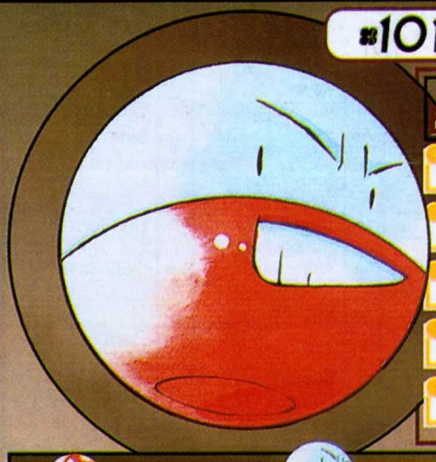
Yellow Version
L33, 37: Power Plant

Techniques:

Tackle	Start	
Normal • Attack (Strength 35)		
Screech	Start	
Normal • Greatly lowers foe's Def.		
Sonic Boom	17	17
Normal • Deals 20 damage to enemy		
Self-Destruct	22	22
Normal • Attack (Str. 200), user Faints		
Light Screen	29	29
Psychic • Cuts Special damage by 1/2		
Swift	36	40
Normal • Attack (Str. 60), always hits		
Explosion	13	50
Normal • Attack (Str. 250), user Faints		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#101 ELECTRODE



TYPE 1	TYPE 2
Electric	–

HP	210
ATTACK	120
DEFENSE	170
SPEED	300
SPECIAL	180

0 Voltorb — 30 Electrode

Red Version
Evolve from Voltorb
Various: Power Plant
L3: (Trade Raichu) Cinn.

Blue Version
Evolve from Voltorb
Various: Power Plant
L3: (Trade Raichu) Cinn.

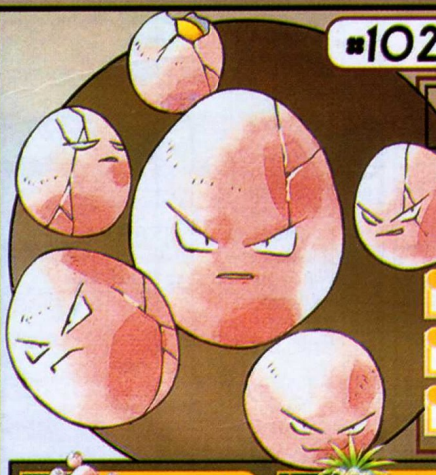
Yellow Version
Evolve from Voltorb
Various: Power Plant

Techniques:

Tackle	Start	
Normal • Attack (Strength 35)		
Screech	Start	
Normal • Greatly lowers foe's Def.		
Sonic Boom	17	17
Normal • Deals 20 damage to enemy		
Self-Destruct	22	22
Normal • Attack (Str. 200), user Faints		
Light Screen	29	29
Psychic • Cuts Special damage by 1/2		
Swift	36	10
Normal • Attack (Str. 60), always hits		
Explosion	43	50
Normal • Attack (Str. 250), user Faints		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#102 EXEGGCUTE



TYPE 1	TYPE 2
Grass	Psychic

HP	230
ATTACK	110
DEFENSE	190
SPEED	90
SPECIAL	130

0 Exeggcute — Leaf Stone — Exeggutor

Red Version
L23-27: Safari Zone

Blue Version
L23-27: Safari Zone

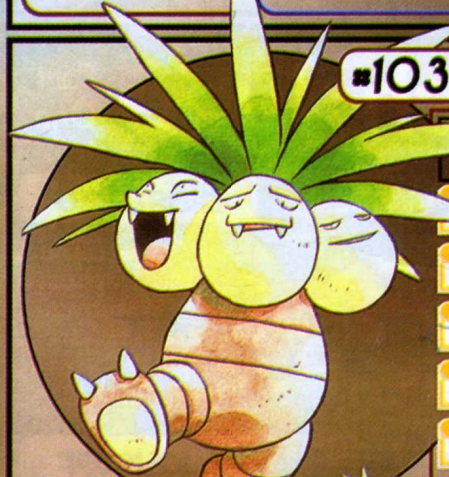
Yellow Version
L20-26: Safari Zone

Techniques:

Barrage	Start	
Normal • Attack 2-5 times (Str. 15)		
Hypnosis	Start	
Psychic • Puts opponent to Sleep		
Reflect	25	–
Psychic • Cuts Normal damage by 1/2		
Leech Seed	28	–
Grass • Drains enemy HP each turn		
Stomp	–	28
Normal • Attack (Str.65), Flinches 30%		
Stun Spore	32	–
Grass • Paralyzes opponent		
Poison Powder	37	–
Poison • Poisons opponent		
Solar Beam	12	–
Grass • Attacks next turn (Str.120)		
Sleep Powder	18	–
Grass • Puts opponent to Sleep		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#103 EXEGGUTOR



TYPE 1	TYPE 2
Grass	Psychic

HP	300
ATTACK	220
DEFENSE	200
SPEED	120
SPECIAL	260

0 Exeggcute — Leaf Stone — Exeggutor

Red Version
Evolve from Exeggcute

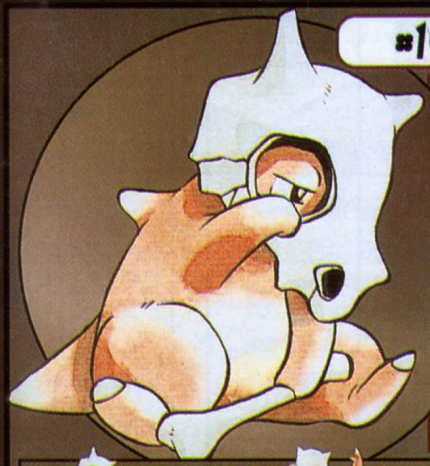
Blue Version
Evolve from Exeggcute

Yellow Version
Evolve from Exeggcute

Techniques:

Barrage	Start	
Normal • Attack 2-5 times (Str. 15)		
Hypnosis	Start	
Psychic • Puts opponent to Sleep		
Reflect	25	–
Psychic • Cuts Normal damage by 1/2		
Leech Seed	28	–
Grass • Drains enemy HP each turn		
Stomp	–	28
Normal • Attack (Str.65), Flinches 30%		
Stun Spore	32	–
Grass • Paralyzes opponent		
Poison Powder	37	–
Poison • Poisons opponent		
Solar Beam	12	–
Grass • Attacks next turn (Str.120)		
Sleep Powder	18	–
Grass • Puts opponent to Sleep		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash



#104 CUBONE

TYPE 1	TYPE 2
Ground	-

HP	220
ATTACK	120
DEFENSE	210
SPEED	100
SPECIAL	100

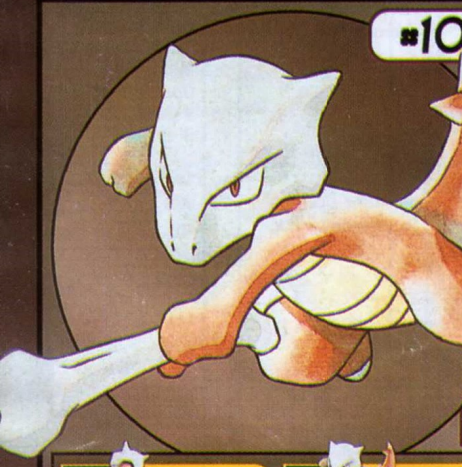
0 Cubone 28 Marowak

Red Version	Blue Version	Yellow Version
L20-21: Pokémon Tower	L20-21: Pokémon Tower	L20-21: Pokémon Tower L16, 19: Safari Zone

Techniques: RB RB

	Start	Start
Growl Normal • Lowers Attack of opponent		
Bone Club Ground • Attack (Str.65), Flinches 10%	Start 10	Start 10
Tail Whip Normal • Lowers Def. of opponent	- 13	- 13
Head Butt Normal • Attack (Str.70, Flinches 30%	- 16	- 16
Leer Normal • Lowers enemy's Defense	25 25	25 25
Focus Energy Normal • Next attack usu. Critical Hit	31 31	33 33
Thrash Normal • Attack 2-3x (Str. 90), confuses self	38 38	41 41
Bonemerang Ground • Attack twice (Str. 50)	13 13	18 18
Rage Normal • Attack every turn (Str.20)	16 16	55 55

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash



#105 MAROWAK

TYPE 1	TYPE 2
Ground	-

HP	240
ATTACK	190
DEFENSE	230
SPEED	110
SPECIAL	120

0 Cubone 28 Marowak

Red Version	Blue Version	Yellow Version
Evolve from Cubone L10, 13: Victory Road L52, 55: Unk. Dungeon	Evolve from Cubone L10, 13: Victory Road L52, 55: Unk. Dungeon	Evolve from Cubone L21: Safari Zone

Techniques: RB RB

	Start	Start
Growl Normal • Lowers Attack of opponent		
Bone Club Normal • Attack (Str.70, Flinches 30%	Start 10	Start 10
Tail Whip Normal • Lowers Def. of opponent	- 13	- 13
Head Butt Normal • Attack (70 Str.), Flinches 30%	- 16	- 16
Leer Normal • Lowers enemy's Defense	25 25	25 25
Focus Energy Normal • Next attack usu. Critical Hit	31 31	33 33
Thrash Normal • Attack 2-3x (Str. 90), confuses self	38 38	41 41
Bonemerang Ground • Attack twice (Str. 50)	13 13	18 18
Rage Normal • Attack every turn (Str.20)	16 16	55 55

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

Our Top Picks: Best of Each Type Part One

Normal — Tauros



A powerful fighter, but since he doesn't learn many attacks, you'll have to use some TM's to make a contender out of Tauros.

Fire — Arcanine



The Big Dog lacks the speed of Ninetales and Ponyta, but makes up for it with great stats and fairly strong skills.

Water — Blastoise



The best of the starters and the best-all-around Water-type. Blastoise destroys the game's many Fire and Rock types.

Electric — Jolteon



The amazingly versatile Jolteon packs Electric attacks for flyers, Pin Missile for Psychics, and Normal attacks for everything else.

Grass — Tangela



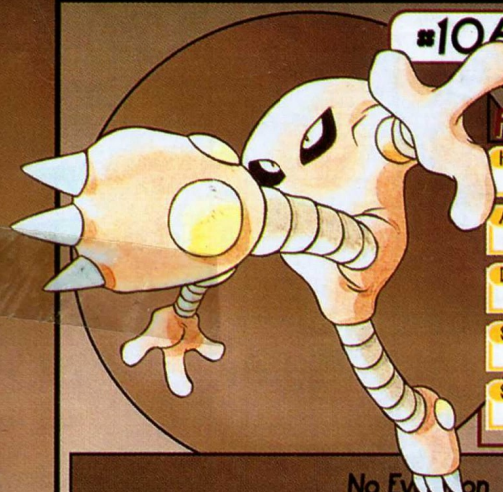
Even better in Yellow (thanks to Vine Whip), Tangela is resistant to Jolteon and great against Rock and Water-types.

Ice — Cloyster



Don't use the Water Stone until Shellder learns Ice Beam at level 50, and Cloyster will be a powerhouse against Flyers and Dragons

#106 HITMONLEE



TYPE 1	TYPE 2
Fighting	-

HP	250
ATTACK	280
DEFENSE	110
SPEED	200
SPECIAL	90

No Evolution

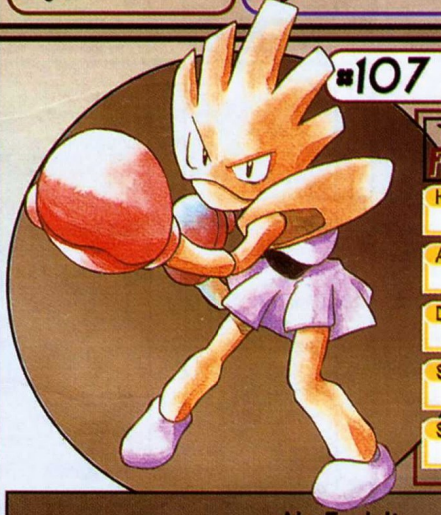
Red Version	Blue Version	Yellow Version
Choose after beating Saffron Fighting Dojo	Choose after beating Saffron Fighting Dojo	Choose after beating Saffron Fighting Dojo

Techniques:

Double Kick	Start	Fighting • Attack twice (Str.30)
Meditate	Start	Psychic • Increases your Attack
Rolling Kick	0	Fighting • Attack (Str.60), Flinches 30%
Jump Kick	0	Fighting • Attack (Str.70), hurts you if you miss
Focus Energy	0	Normal • Next attack usu. Critical Hit
High Jump Kick	0	Fighting • Attack (Str.85), hurts you if you miss
Mega Kick	0	Normal • Attack (Strength 120)

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#107 HITMONCHAN



TYPE 1	TYPE 2
Fighting	-

HP	210
ATTACK	240
DEFENSE	180
SPEED	160
SPECIAL	100

No Evolution

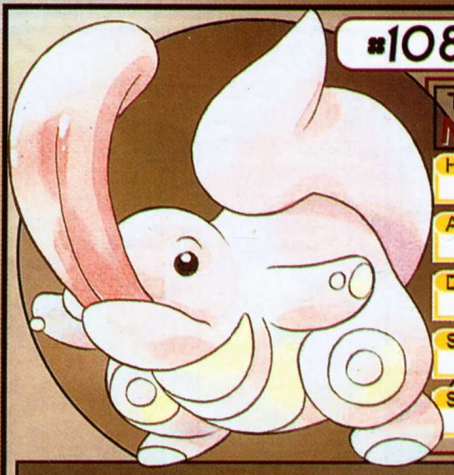
Red Version	Blue Version	Yellow Version
Choose after beating Saffron Fighting Dojo	Choose after beating Saffron Fighting Dojo	Choose after beating Saffron Fighting Dojo

Techniques:

Comet Punch	Start	Normal • Attack 2-5 times (Str. 18)
Agility	Start	Psychic • Greatly increases Speed
Fire Punch	33	Fire • Attack (Str. 75), Burns 10%
Ice Punch	38	Ice • Attack (Str. 75), Freezes 10%
Thunder Punch	43	Ice • Attack (Str.120), Paralyzes 10%
Mega Punch	48	Normal • Attack (Strength 80)
Counter	53	Fighting • See Techniques Appendix

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#108 LICKITUNG



TYPE 1	TYPE 2
Normal	-

HP	310
ATTACK	130
DEFENSE	180
SPEED	80
SPECIAL	140

No Evolution

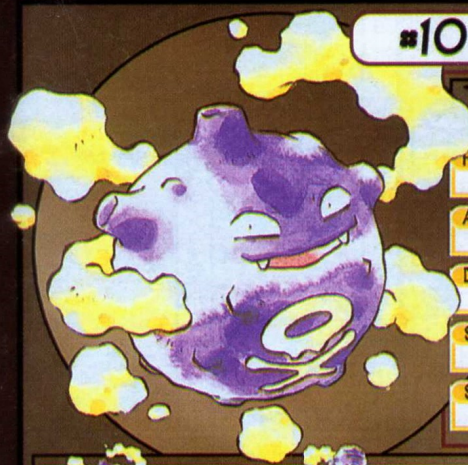
Red Version	Blue Version	Yellow Version
L23: (Trade Slowpoke) Route 18	L23: (Trade Slowpoke) Route 18	L50, 55: Unknown Dungeon

Techniques:

Wrap	Start	Normal • Attack 2-5 times (Str. 15)
Supersonic	Start	Normal • Confuses opponent
Stomp	7	Normal • Attack (Str.65), Flinches 30%
Disable	15	Normal • Seals one of foe's attacks
Defense Curl	23	Normal • Raises your Defense
Slam	31	Normal • Attack (Strength 80)
Screech	39	Normal • Greatly lowers foe's Def.

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#109 KOFFING



TYPE 1	TYPE 2
Poison	–

HP	190
ATTACK	110
DEFENSE	210
SPEED	80
SPECIAL	110

♂ Koffing 35 Weezing

Red Version
L30-35: Pokémon Mansion

Blue Version
L30-35: Pokémon Mansion

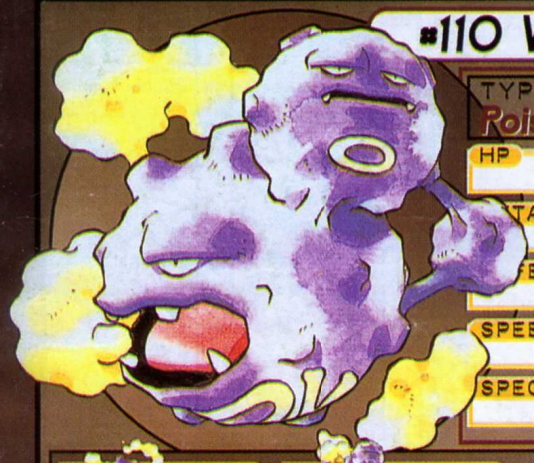
Yellow Version

Techniques:

Tackle	Start	
Normal • Attack (Strength 35)		
Smog	Start	
Poison • Attack (Str. 20), Poisons 40%		
Sludge	32	32
Poison • Attack (Str. 65), Poisons 40%		
Smoke Screen	37	39
Normal • Lower opponent's Accuracy		
Self Destruct	10	43
Normal • Attack (Str. 200), user Faints		
Haze	15	19
Ice • Erases all conditions/modifications		
Explosion	18	53
Normal • Attack (Str. 250), user Faints		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#110 WEEZING



TYPE 1	TYPE 2
Poison	–

HP	240
ATTACK	190
DEFENSE	260
SPEED	130
SPECIAL	190

♂ Koffing 35 Weezing

Red Version
Evolve from Koffing L37-42: Pokémon Mansion

Blue Version
Evolve from Koffing L37-42: Pokémon Mansion

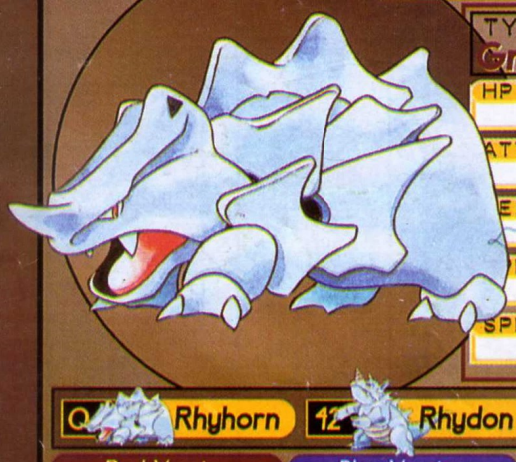
Yellow Version

Techniques:

Tackle	Start	
Normal • Attack (Strength 35)		
Smog	Start	
Poison • Attack (Str. 20), Poisons 40%		
Sludge	32	32
Poison • Attack (Str. 65), Poisons 40%		
Smoke Screen	37	39
Normal • Lower opponent's Accuracy		
Self Destruct	10	43
Normal • Attack (Str. 200), user Faints		
Haze	15	19
Ice • Erases all conditions/modifications		
Explosion	18	53
Normal • Attack (Str. 250), user Faints		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#111 RHYHORN



TYPE 1	TYPE 2
Ground	Rock

HP	270
ATTACK	190
DEFENSE	220
SPEED	60
SPECIAL	90

♂ Rhyhorn 42 Rhydon

Red Version
L25, 26: Safari Zone

Blue Version
L25, 26: Safari Zone

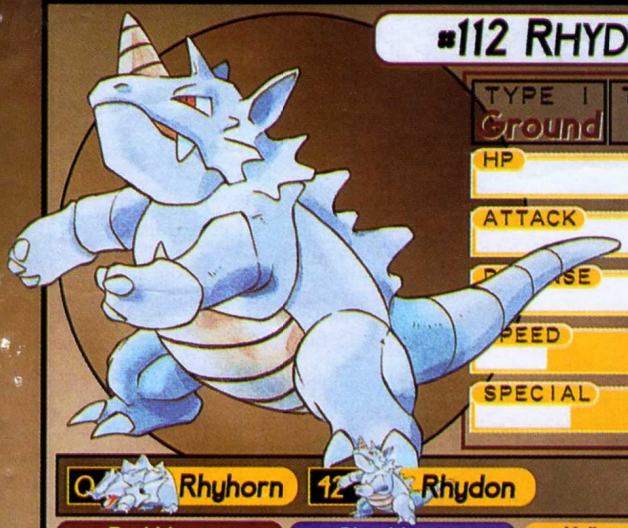
Yellow Version
L20, 25: Safari Zone
L50, 52: Unknown Dungeon

Techniques:

Horn Attack	Start	
Normal • Attack (Strength 65)		
Stomp	30	30
Normal • Attack (Str.65), Flinches 30%		
Tail Whip	35	35
Normal • Lowers Def. of opponent		
Fury Attack	10	40
Normal • Attack (Strength 65)		
Horn Drill	15	48
Normal • Instant K.O. (Hits 30%)		
Leer	50	55
Normal • Lowers enemy's Defense		
Take Down	55	61
Normal • Attack (Str. 90), 1/4 damage to user		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#112 RHYDON



TYPE 1	TYPE 2
Ground	Rock

HP	300
ATTACK	280
DEFENSE	270
SPEED	90
SPECIAL	120

Q Rhyhorn | 12 Rhydon

Red Version
Evolve from Rhyhorn
L52, 55: Unknown Dungeon

Blue Version
Evolve from Rhyhorn
L52, 55: Unknown Dungeon

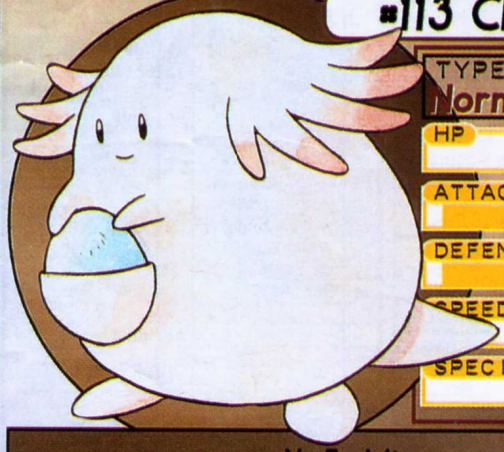
Yellow Version
Evolve from Rhyhorn
L58-62: Unk. Dungeon
L33: (Trade Golduck) Cinn.

Techniques:

	RB	Y
Horn Attack	Start	
Normal • Attack (Strength 65)		
Stomp	30	30
Normal • Attack (Str.65), Flinches 30%		
Tail Whip	35	35
Normal • Lowers Def. of opponent		
Fury Attack	10	10
Normal • Attack (Strength 65)		
Horn Drill	15	18
Normal • Instant Kill (Hits 30%)		
Leer	50	55
Normal • Lowers enemy's Defense		
Take Down	55	64
Normal • Attack (Str. 90), 1/4 damage to user		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#113 CHANSEY



TYPE 1	TYPE 2
Normal	-

HP	620
ATTACK	20
DEFENSE	20
SPEED	120
SPECIAL	220

No Evolution

Red Version
L23, 26: Safari Zone
L56: Unkn. Dungeon

Blue Version
L21, 23: Power Plant
L56: Unkn. Dungeon

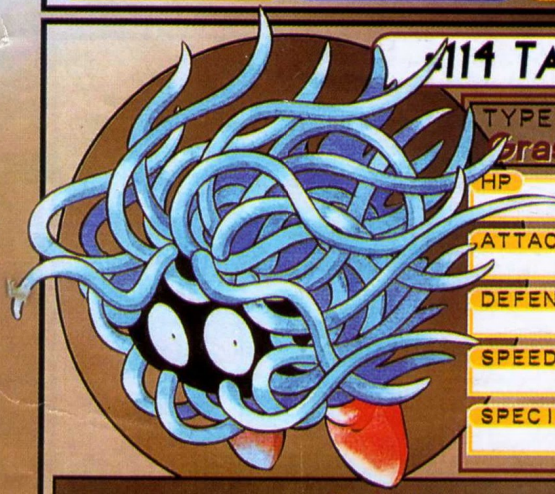
Yellow Version
L7, 21: Safari Zone
L56: Unkn. Dungeon

Techniques:

	RB	Y
Pound	Start	
Normal • Attack (Strength 40)		
Tail Whip	-	Start
Normal • Lowers Def. of opponent		
Double Slap	Start	12
Normal • Attack (Strength 40)		
Sing	21	21
Normal • Puts opponent to Sleep		
Growl	30	30
Normal • Lowers Attack of opponent		
Minimize	38	38
Normal • Lowers enemy's Accuracy		
Defense Curl	11	11
Normal • Raises your Defense		
Light Screen	18	18
Psychic • Cuts Special damage by 1/2		
Double Edge	51	51
Normal • Attack (Str. 100), 1/4 damage to user		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#114 TANGELA



TYPE 1	TYPE 2
Grass	-

HP	250
ATTACK	120
DEFENSE	260
SPEED	160
SPECIAL	220

No Evolution

Red Version
L22: (Trade Venonat) Cinnibar Island
L28-32: Route 21

Blue Version
L22: (Trade Venonat) Cinnibar Island
L28-32: Route 21

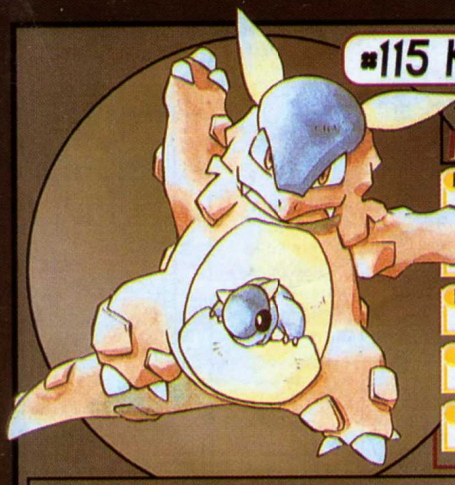
Yellow Version
L22, 27: Safari Zone

Techniques:

	RB	Y
Constrict	Start	
Normal • Attack (Str.10), Lowers Speed 30%		
Bind	Start	21
Normal • Attack 2-5 times (Str. 15)		
Absorb	29	27
Grass • Attack (Str.20), gain 1/2 as HP		
Vine Whip	-	29
Grass • Attack (Strength 35)		
Poison Powder	32	32
Poison • Poisons opponent		
Stun Spore	36	36
Grass • Paralyzes opponent		
Sleep Powder	39	39
Grass • Puts opponent to Sleep		
Slam	15	15
Normal • Attack (Strength 80)		
Growth	18	18
Normal • Raises your Special		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#115 KANGASKHAN



TYPE 1	TYPE 2
Normal	-

HP	320
ATTACK	200
DEFENSE	190
SPEED	190
SPECIAL	110

No Evolution

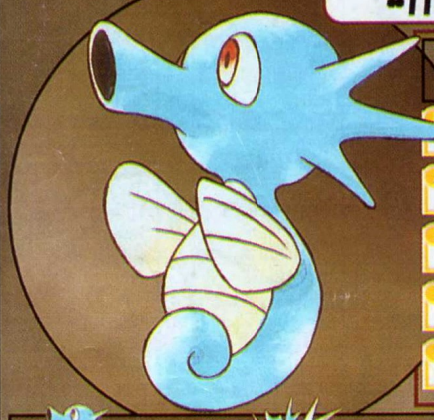
Red Version	Blue Version	Yellow Version
L25, 28: Safari Zone	L25, 28: Safari Zone	L28, 33: Safari Zone

Techniques:

Comet Punch	Start	Normal • Attack 2-5 times (Str. 18)
Rage	Start	Normal • Attack every turn (Str. 20)
Bite	26	Normal • Attack (Str.60), Flinches 10%
Tail Whip	31	Normal • Lowers Def. of opponent
Mega Punch	36	Normal • Attack (Strength 80)
Leer	41	Normal • Lowers enemy's Defense
Dizzy Punch	46	Normal • Attack (Strength 70)

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#116 HORSEA



TYPE 1	TYPE 2
Water	-

HP	180
ATTACK	100
DEFENSE	170
SPEED	150
SPECIAL	150

Horsea (Lv 00) → Seadra (Lv 32)

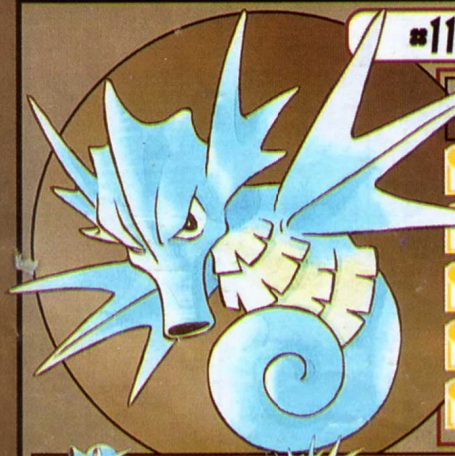
Red Version	Blue Version	Yellow Version
L15: Route 19-21, Cinnibar Island (fish) L28, 33: Seafoam Isl.	L15: Route 19-21, Cinnibar Island, Seafoam Island (fish)	L5: Vermillion City (fish) L15-25: Route 12+13, etc. (fish)

Techniques:

Bubble	Start		Water • Attack (Str.20), Lowers Speed 30%
Smoke Screen	19	19	Normal • Lower opponent's Accuracy
Leer	21	21	Normal • Lowers enemy's Defense
Water Gun	30	30	Water • Attack (Strength 40)
Agility	37	41	Psychic • Greatly increases Speed
Hydro Pump	45	52	Water • Attack (Strength 120)

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#117 SEADRA



TYPE 1	TYPE 2
Water	-

HP	220
ATTACK	150
DEFENSE	210
SPEED	280
SPECIAL	210

Horsea (Lv 00) → Seadra (Lv 32)

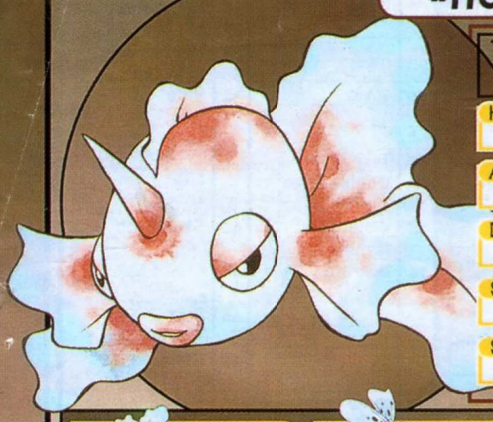
Red Version	Blue Version	Yellow Version
Evolve from Horsea L37, 39: Seafoam Isl. L23: Route 23 (fish)	Evolve from Horsea L23: Route 23 (fish)	Evolve from Horsea L25, 35: Route 12+13

Techniques:

Bubble	Start		Water • Attack (Str.20), Lowers Speed 30%
Smoke Screen	19	19	Normal • Lower opponent's Accuracy
Leer	21	21	Normal • Lowers enemy's Defense
Water Gun	30	30	Water • Attack (Strength 40)
Agility	37	41	Psychic • Greatly increases Speed
Hydro Pump	45	52	Water • Attack (Strength 120)

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#118 GOLDEEN



TYPE 1	TYPE 2
Water	-

HP	270
ATTACK	150
DEFENSE	130
SPEED	150
SPECIAL	110

Q Goldeen 33 Seaking

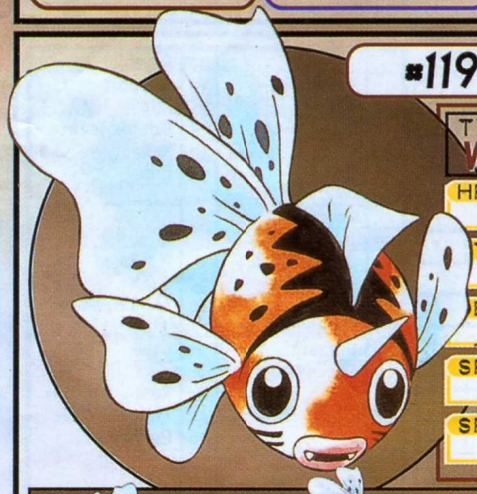
Red Version	Blue Version	Yellow Version
Various levels: Route 12-13, 17-25, Cerulean Cinnibar, etc. (fish)	Various levels: Route 12-13, 17-25, Cerulean Cinnibar, etc. (fish)	Various levels: Route 6, 21, Celadon, Vermillion, etc. (fish)

Techniques:

Peck	Start	
Flying • Attack (Strength 35)		
Tail Whip	Start	
Normal • Lowers Def. of opponent		
Supersonic	19	19
Normal • Confuses opponent		
Horn Attack	21	24
Normal • Attack (Strength 65)		
Fury Attack	30	30
Normal • Attack 2-5 times (Str. 15)		
Waterfall	37	39
Water • Attack (Strength 80)		
Horn Drill	45	48
Normal • Instant K.O. (Hits 30%)		
Agility	51	54
Psychic • Greatly increases Speed		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#119 SEAKING



TYPE 1	TYPE 2
Water	-

HP	290
ATTACK	200
DEFENSE	110
SPEED	160
SPECIAL	170

Q Goldeen 33 Seaking

Red Version	Blue Version	Yellow Version
Evolve from Goldeen L23: Fuchsia City (fish)	Evolve from Goldeen L23: Fuchsia City (fish)	Evolve from Goldeen L30, 10: Cerulean City (fish)

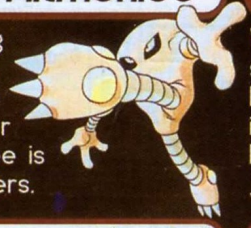
Techniques:

Peck	Start	
Flying • Attack (Strength 35)		
Tail Whip	Start	
Normal • Lowers Def. of opponent		
Supersonic	19	19
Normal • Confuses opponent		
Horn Attack	21	24
Normal • Attack (Strength 65)		
Fury Attack	30	30
Normal • Attack 2-5 times (Str. 15)		
Waterfall	37	39
Water • Attack (Strength 80)		
Horn Drill	45	48
Normal • Instant K.O. (Hits 30%)		
Agility	51	54
Psychic • Greatly increases Speed		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

Our Top Picks: Best of Each Type Part Two

Fighting — Hitmonlee



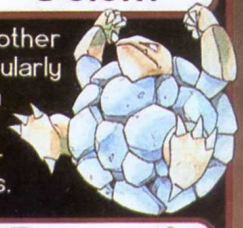
With the very strong Double Kick attack built in, and more powerful skills later on, speedy Hitmonlee is the best of the fighters.

Poison — Weezing



Weezing is the strongest of the Poison-types, but still isn't a very good Pokémon. Poison is just too weak.

Ground/Rock — Golem



Ground/Rock is another type that isn't particularly useful, but Golem, a strong and sturdy (if slow) fighter, represents its best qualities.

Flying — Aerodactyl



Half-rock Aerodactyl is a dream come true: A swift, powerful flyer with good resistance to Electric attacks.

Psychic — Mewtwo



No surprise here: The game's strongest Pokémon is also its best Psychic. With the astonishingly powerful Psychic attack built right in, few Pokémon stand a chance.

Bug — Parasect



Parasect may be dead weight in many situations, but he's one of the only Pokémon that can reliably defeat Mewtwo.

#120 STARYU



TYPE 1	TYPE 2
Water	–

HP	170
ATTACK	100
DEFENSE	110
SPEED	180
SPECIAL	170

Staryu → Starmie (Water Stone)

Red Version	Blue Version	Yellow Version
L15: Route 19-21, Cinnibar (fish) L30: Seafoam Island	L15: Route 19-21 (fish) L28-33: Seafoam Island	L20, 30: Route 19-21 (fish) L10, 15: Cinnibar (fish)

Techniques:

Technique	Start	
Tackle	Start	
Normal • Attack (Strength 35)		
Water Gun	17	–
Water • Attack (Strength 40)		
Harden	22	–
Normal • Raises your Defense		
Recover	27	–
Normal • Recovers 1/2 of your HP Max		
Swift	32	–
Normal • Attack (Str. 60), always hits		
Minimize	37	–
Normal • Lowers enemy's Accuracy		
Light Screen	12	–
Psychic • Cuts Special damage by 1/2		
Hydro Pump	47	–
Water • Attack (Strength 120)		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#121 STARMIE



TYPE 1	TYPE 2
Water	Psychic

HP	230
ATTACK	160
DEFENSE	200
SPEED	240
SPECIAL	230

Staryu → Starmie (Water Stone)

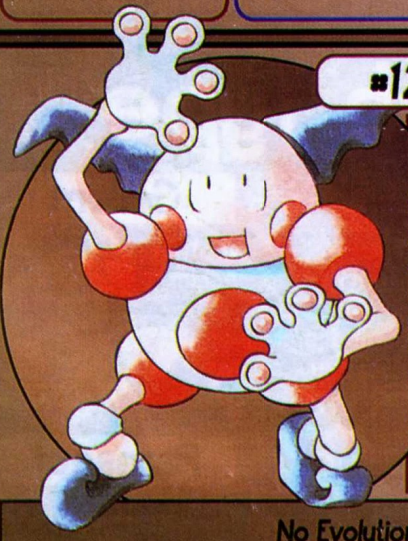
Red Version	Blue Version	Yellow Version
Evolve from Staryu	Evolve from Staryu	Evolve from Staryu

Techniques:

Technique	Start	
Tackle	Start	
Normal • Attack (Strength 35)		
Water Gun	17	–
Water • Attack (Strength 40)		
Harden	22	–
Normal • Raises your Defense		
Recover	27	–
Normal • Recovers 1/2 of your HP Max		
Swift	32	–
Normal • Attack (Str. 60), always hits		
Minimize	37	–
Normal • Lowers enemy's Accuracy		
Light Screen	12	–
Psychic • Cuts Special damage by 1/2		
Hydro Pump	47	–
Water • Attack (Strength 120)		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#122 MR. MIME



TYPE 1	TYPE 2
Psychic	–

HP	210
ATTACK	120
DEFENSE	150
SPEED	190
SPECIAL	220

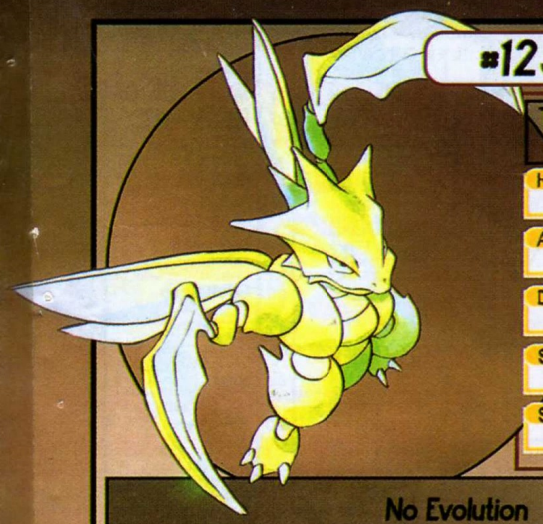
No Evolution

Red Version	Blue Version	Yellow Version
L3: (Trade Abra) Route 2	L3: (Trade Abra) Route 2	L3: (Trade Clefairy) Route 2

Techniques:

Technique	Start	
Barrier	Start	
Psychic • Greatly increases Defense		
Confusion	15	
Psychic • Attack (Str.50), Confuses 10%		
Light Screen	23	
Psychic • Cuts Special damage by 1/2		
Double Slap	31	
Normal • Attack 2-5 times (Str. 15)		
Meditate	39	
Psychic • Increases your Attack		
Substitute	47	
Normal • Creates blocker w/ 1/4 user's HP		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash



#123 SCYTHER

TYPE 1	TYPE 2
Bug	Flying

HP	280
ATTACK	230
DEFENSE	170
SPEED	240
SPECIAL	120

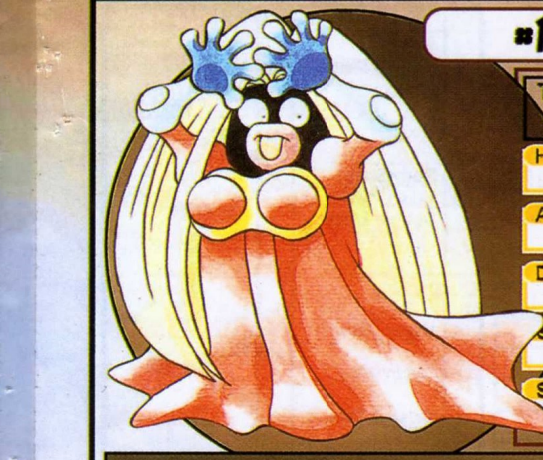
No Evolution

Red Version	Blue Version	Yellow Version
L25: Buy in Cerulean Casino L23, 28: Safari Zone		L30: Buy in Cerulean Casino L15, 25: Safari Zone

Techniques:

	RB	Y
Quick Attack Normal • Attack before foe (Str.40)	Start	
Leer Normal • Lowers enemy's Defense	17	17
Focus Energy Normal • Next attack usu. Critical Hit.	20	20
Double Team Normal • Decreases foe's Accuracy	21	21
Slash Normal • Attack (Strength 70)	29	29
Swords Dance Normal • Raises your Attack	35	35
Agility Psychic • Greatly increases speed	42	42
Wing Attack Flying • Attack (Strength 35)	-	50

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash



#124 JYNX

TYPE 1	TYPE 2
Ice	Psychic

HP	260
ATTACK	110
DEFENSE	100
SPEED	220
SPECIAL	220

No Evolution

Red Version	Blue Version	Yellow Version
L12: (Trade Poliwhirl) Cerulean City	L12: (Trade Poliwhirl) Cerulean City	

Techniques:

Pound Normal • Attack (Strength 40)	Start
Lovely Kiss Normal • Puts opponent to Sleep	Start
Lick Ghost • Attack (Str.20), Paralyzes 30%	18
Double Slap Normal • Attack 2-5 times (Str. 15)	23
Ice Punch Ice • Attack (Str. 75), Freezes 10%	31
Body Slam Normal • Attack (Str.65), Flinches 30%	39
Thrash Normal • Attack 2-3x (Str. 90), Confuses self	17
Blizzard Ice • Attack (Str.120), Freezes 30%	58

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash



#125 ELECTABUZZ

TYPE 1	TYPE 2
Electric	-

HP	250
ATTACK	170
DEFENSE	140
SPEED	250
SPECIAL	180

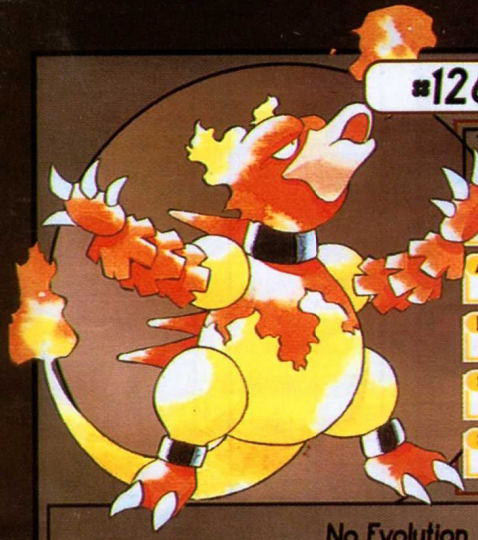
No Evolution

Red Version	Blue Version	Yellow Version
L33, 36: Power Plant		

Techniques:

Quick Attack Normal • Attack before foe (Str.40)	Start
Leer Normal • Lowers enemy's Defense	Start
Thundershock Electric •Attack (Str.40) Paralyzes 10%	31
Screech Normal • Greatly lowers foe's Def.	37
Thunder Punch Electric • Attack (Str.120), Paralyzes 10%	12
Light Screen Psychic • Cuts Special damage by 1/2	19
Thunder Electric •Attack (Str.120) Paralyzes 10%	51

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash



#126 MAGMAR

TYPE 1	TYPE 2
Fire	-

HP	260
ATTACK	210
DEFENSE	130
SPEED	210
SPECIAL	200

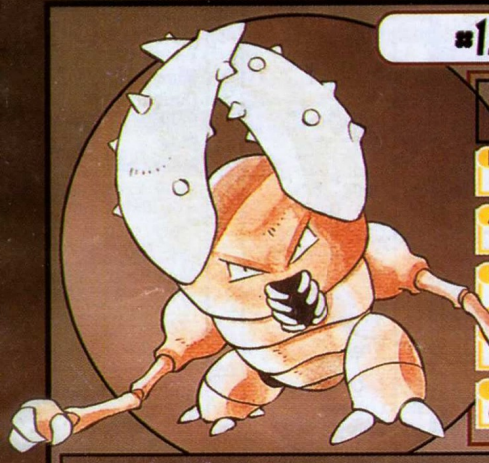
No Evolution

Red Version	Blue Version	Yellow Version
	L31, 38: Pokémon Mansion	

Techniques:

Ember	Start	Fire • Attack (40 Str.), Burns 10%
Leer	36	Normal • Lowers enemy's Defense
Confuse Ray	39	Ghost • Confuses opponent
Fire Punch	43	Fire • Attack (Str. 75), Burns 10%
Smoke Screen	48	Normal • Lower opponent's Accuracy
Smog	52	Poison • Attack (Str. 20), Poisons 40%
Flamethrower	55	Fire • Attack (95 Str.), Burns 10%

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash



#127 PINSIR

TYPE 1	TYPE 2
Bug	-

HP	260
ATTACK	270
DEFENSE	230
SPEED	190
SPECIAL	130

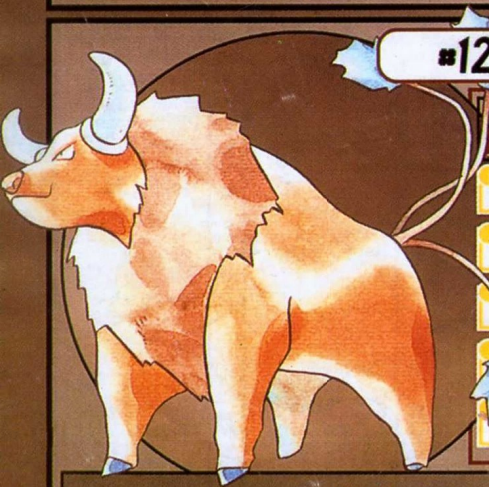
No Evolution

Red Version	Blue Version	Yellow Version
	L18: Buy in Cerulean Casino L23, 28: Safari Zone	L30: Buy in Cerulean Casino L15, 25: Safari Zone

Techniques:

	RB	Y	
Vice Grip	Start		Normal • Attack (Strength 55)
Bind	-	21	Normal • Attack 2-5 times (Str. 15)
Seismic Toss	25	25	Fighting • Does damage = to user level
Guillotine	30	30	Normal • Instant K.O. (Hits 30%)
Focus Energy	36	36	Normal • Next attack usu. Critical Hit
Harden	13	13	Normal • Raises your Defense
Slash	19	19	Normal • Attack (Strength 70)
Swords Dance	51	51	Normal • Raises your Attack

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash



#128 TAUROS

TYPE 1	TYPE 2
Normal	-

HP	270
ATTACK	210
DEFENSE	220
SPEED	240
SPECIAL	150

No Evolution

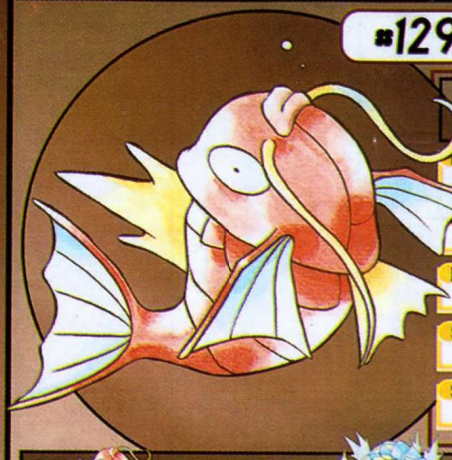
Red Version	Blue Version	Yellow Version
L26, 28: Safari Zone	L26, 28: Safari Zone	L21: Safari Zone

Techniques:

Tackle	Start	Normal • Attack (Strength 35)
Stomp	21	Normal • Attack (Str.65), Flinches 30%
Tail Whip	28	Normal • Lowers Def. of opponent
Leer	35	Normal • Lowers enemy's Defense
Rage	41	Normal • Attack every turn (Str.20)
Take Down	51	Normal • Attack (Str. 90), 1/4 damage to user

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#129 MAGIKARP



TYPE 1	TYPE 2
Water	–

HP	170
ATTACK	10
DEFENSE	110
SPEED	190
SPECIAL	70

Magikarp → Gyarados

Red Version
L5: Buy at Mt. Moon
Various: Fish for just about anywhere

Blue Version
L5: Buy at Mt. Moon
Various: Fish for just about anywhere

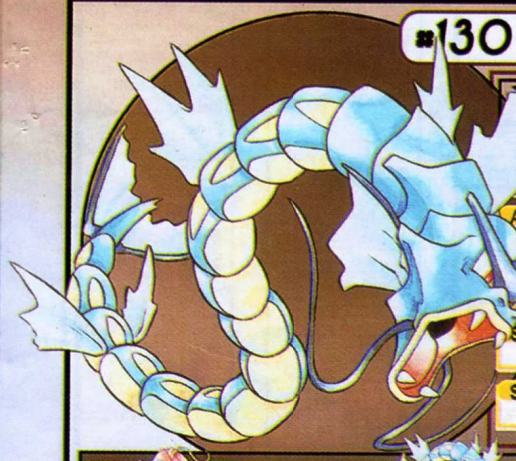
Yellow Version
L5: Buy at Mt. Moon
Various: Fish for just about anywhere

Techniques:

Splash	Start	
Normal • Does absolutely nothing		
Tackle	15	Start
Normal • Attack (Strength 35)		
Bite	–	20
Normal • Attack (Str. 60), Flinches 10%		
Dragon Rage	–	25
Dragon • Deals 40 damage		
Leer	–	32
Normal • Lowers enemy's Defense		
Hydro Pump	–	41
Water • Attack (Strength 120)		
Hyper Beam	–	52
Normal • Attack (Str.150), can't move next turn		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#130 GYARADOS



TYPE 1	TYPE 2
Water	Flying

HP	320
ATTACK	270
DEFENSE	180
SPEED	190
SPECIAL	230

Magikarp → Gyarados

Red Version
Evolve from Magikarp

Blue Version
Evolve from Magikarp

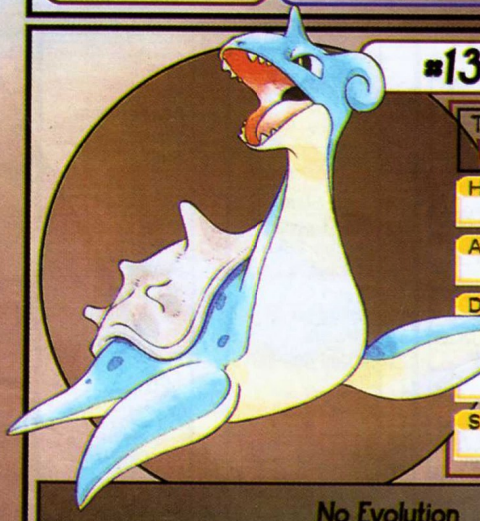
Yellow Version
Evolve from Magikarp
L15: Fuchsia City (fish)

Techniques:

Splash	Start	
Normal • Does absolutely nothing		
Tackle	15	Start
Normal • Attack (Strength 35)		
Bite	–	20
Normal • Attack (Str. 60), Flinches 10%		
Dragon Rage	–	25
Dragon • Deals 40 damage		
Leer	–	32
Normal • Lowers enemy's Defense		
Hydro Pump	–	41
Water • Attack (Strength 120)		
Hyper Beam	–	52
Normal • Attack (Str.150), can't move next turn		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#131 LAPRAS



TYPE 1	TYPE 2
Water	Ice

HP	370
ATTACK	200
DEFENSE	170
SPEED	150
SPECIAL	200

No Evolution

Red Version
L15: Silph Company

Blue Version
L15: Silph Company

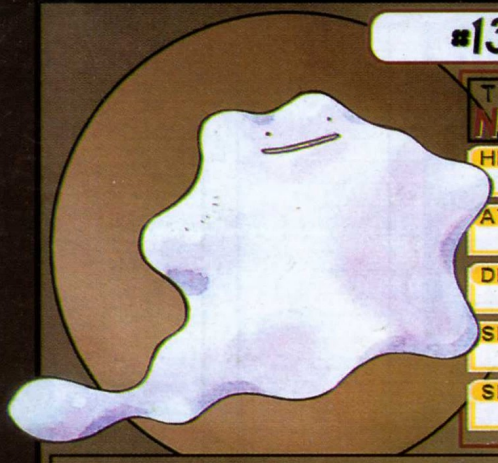
Yellow Version
L15: Silph Company

Techniques:

Water Gun	Start	
Water • Attack (Strength 40)		
Growl	Start	
Normal • Lowers Attack of opponent		
Sing	16	
Normal • Puts opponent to Sleep		
Mist	20	
Ice • Prevents skills from lowering stats		
Body Slam	25	
Normal • Attack (Str. 65), Flinches 30%		
Confuse Ray	31	
Ghost • Confuses opponent		
Ice Beam	38	
Ice • Attack (Str.95), Freezes 10%		
Hydro Pump	46	
Water • Attack (Strength 120)		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#132 DITTO



TYPE 1	TYPE 2
Normal	-

HP	220
ATTACK	120
DEFENSE	120
SPEED	120
SPECIAL	120

No Evolution

Red Version	Blue Version	Yellow Version
L23-26: Route 13-15 L33, 38, 13: Route 23 L53-67: Unk. Dungeon	L23-26: Route 13-15 L33, 38, 13: Route 23 L53-67: Unk. Dungeon	L12, 18, 21: Pokémon Mansion L55-65: Unk. Dungeon

Techniques:

Transform	Start
Normal • Becomes a copy of opponent	

	HM's
01 Mega Punch	1 Cut
02 Razor Wind	2 Fly
03 Swords Dance	3 Surf
04 Whirlwind	4 Strength
05 Mega Kick	5 Flash
06 Toxic	
07 Horn Drill	
08 Body Slam	
09 Take Down	
10 Double Edge	
11 Bubble Beam	
12 Water Gun	
13 Ice Beam	
14 Blizzard	
15 Hyper Beam	
16 Pay Day	
17 Submission	
18 Counter	
19 Seismic Toss	
20 Rage	
21 Mega Drain	
22 Solar Beam	
23 Dragon Rage	
24 Thunderbolt	
25 Thunder	
26 Earthquake	
27 Fissure	
28 Dig	
29 Psychic	
30 Teleport	
31 Mimic	
32 Double Team	
33 Reflect	
34 Bide	
35 Metronome	
36 Self-Destruct	
37 Egg Bomb	
38 Fire Blast	
39 Swift	
40 Skull Bash	
41 Softboiled	
42 Dream Eater	
43 Sky Attack	
44 Rest	
45 Thunder Wave	
46 Psywave	
47 Explosion	
48 Rock Slide	
49 Tri Attack	
50 Substitute	

#133 EEVEE



TYPE 1	TYPE 2
Normal	-

HP	230
ATTACK	110
DEFENSE	120
SPEED	120
SPECIAL	110

Eevee → (Water Stone) Vaporeon; (Thunder Stone) Jolteon; (Fire Stone) Flareon

Red Version	Blue Version	Yellow Version
L25: Top floor of Celadon City Apts.	L25: Top floor of Celadon City Apts.	L25: Top floor of Celadon City Apts.

Techniques:

	RB	Y
Tackle	Start	
Normal • Attack (Strength 35)		
Sand Attack	Start	8
Normal • Lowers enemy's Accuracy		
Tail Whip	31	Start
Normal • Lowers Def. of opponent		
Growl	-	16
Normal • Lowers Attack of opponent		
Quick Attack	27	23
Normal • Attack before foe (Str.40)		
Bite	37	30
Normal • Attack (Str.60), Flinches 10%		
Focus Energy	-	36
Normal • Next attack usu. Critical Hit		
Take Down	15	12
Normal • Attack (Str. 90), 1/4 damage to you		

	HM's
01 Mega Punch	1 Cut
02 Razor Wind	2 Fly
03 Swords Dance	3 Surf
04 Whirlwind	4 Strength
05 Mega Kick	5 Flash
06 Toxic	
07 Horn Drill	
08 Body Slam	
09 Take Down	
10 Double Edge	
11 Bubble Beam	
12 Water Gun	
13 Ice Beam	
14 Blizzard	
15 Hyper Beam	
16 Pay Day	
17 Submission	
18 Counter	
19 Seismic Toss	
20 Rage	
21 Mega Drain	
22 Solar Beam	
23 Dragon Rage	
24 Thunderbolt	
25 Thunder	
26 Earthquake	
27 Fissure	
28 Dig	
29 Psychic	
30 Teleport	
31 Mimic	
32 Double Team	
33 Reflect	
34 Bide	
35 Metronome	
36 Self-Destruct	
37 Egg Bomb	
38 Fire Blast	
39 Swift	
40 Skull Bash	
41 Softboiled	
42 Dream Eater	
43 Sky Attack	
44 Rest	
45 Thunder Wave	
46 Psywave	
47 Explosion	
48 Rock Slide	
49 Tri Attack	
50 Substitute	

#134 VAPOREON



TYPE 1	TYPE 2
Water	-

HP	380
ATTACK	160
DEFENSE	110
SPEED	110
SPECIAL	230

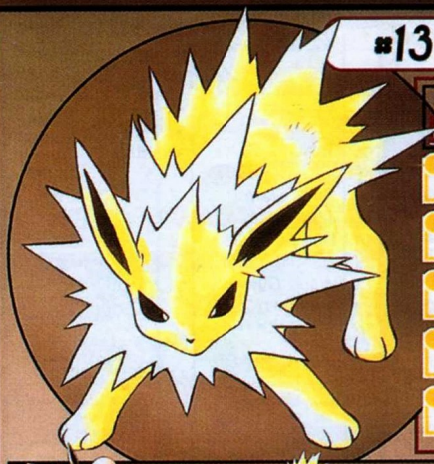
Eevee → (Water Stone) Vaporeon

Red Version	Blue Version	Yellow Version
Evolve from Eevee	Evolve from Eevee	Evolve from Eevee

Techniques:

	RB	Y
Tackle	Start	
Normal • Attack (Strength 35)		
Sand Attack	Start	8
Normal • Lowers opponent's Accuracy		
Tail Whip	37	Start
Normal •Lowers opponent's Defense		
Quick Attack	27	23
Normal •You attack first (Str.40)		
Water Gun	31	16
Water •Attack (Strength 40)		
Bite	10	30
Normal • Attack (Str.60), Flinches 10%		
Aurora Beam	-	36
Ice • Attack (Str.65), Lowers Attack 30%		
Acid Armor	12	17
Poison • Greatly raises Defense		
Haze	11	12
Ice • Erases all conditions/modifications		
Mist	18	-
Ice • Prevents skills from altering stats		
Hydro Pump	51	52
Water • Attack (Strength 120)		

	HM's
01 Mega Punch	1 Cut
02 Razor Wind	2 Fly
03 Swords Dance	3 Surf
04 Whirlwind	4 Strength
05 Mega Kick	5 Flash
06 Toxic	
07 Horn Drill	
08 Body Slam	
09 Take Down	
10 Double Edge	
11 Bubble Beam	
12 Water Gun	
13 Ice Beam	
14 Blizzard	
15 Hyper Beam	
16 Pay Day	
17 Submission	
18 Counter	
19 Seismic Toss	
20 Rage	
21 Mega Drain	
22 Solar Beam	
23 Dragon Rage	
24 Thunderbolt	
25 Thunder	
26 Earthquake	
27 Fissure	
28 Dig	
29 Psychic	
30 Teleport	
31 Mimic	
32 Double Team	
33 Reflect	
34 Bide	
35 Metronome	
36 Self-Destruct	
37 Egg Bomb	
38 Fire Blast	
39 Swift	
40 Skull Bash	
41 Softboiled	
42 Dream Eater	
43 Sky Attack	
44 Rest	
45 Thunder Wave	
46 Psywave	
47 Explosion	
48 Rock Slide	
49 Tri Attack	
50 Substitute	



#135 JOLTEON

TYPE 1	TYPE 2
Electric	-

HP	290
ATTACK	180
DEFENSE	170
SPEED	300
SPECIAL	270

Eevee + Thunder Stone = Jolteon

Red Version	Blue Version	Yellow Version
Evolve from Eevee	Evolve from Eevee	Evolve from Eevee

Techniques:

	RB	Y
Tackle — Normal • Attack (Strength 35)	Start	
Sand Attack — Normal • Lowers opponent's Accuracy	Start	8
Tail Whip — Normal •Lowers opponent's Defense	37	Start
Quick Attack — Normal •You attack first (Str.40)	27	23
Thundershock — Electric •Attack (Str. 40), Paralyzes 10%	31	16
Double Kick — Fighting • Attack twice (Strength 30)	12	30
Thunder Wave — Electric • Paralyze opponent	10	42
Agility — Psychic • Greatly increases Speed	11	47
Pin Missile — Bug • Attack 2-5 times (Str. 14)	18	36
Thunder — Electric • Attack (Str.120), Paralyzes 10%	51	52

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash



#136 FLAREON

TYPE 1	TYPE 2
Fire	-

HP	250
ATTACK	290
DEFENSE	110
SPEED	110
SPECIAL	250

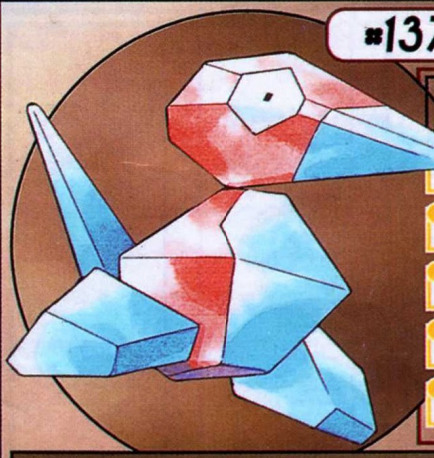
Eevee + Fire Stone = Flareon

Red Version	Blue Version	Yellow Version
Evolve from Eevee	Evolve from Eevee	Evolve from Eevee

Techniques:

	RB	Y
Tackle — Normal • Attack (Strength 35)	Start	
Sand Attack — Normal • Lowers opponent's Accuracy	Start	8
Tail Whip — Normal •Lowers opponent's Defense	37	Start
Quick Attack — Normal •You attack first (Str.40)	27	23
Ember — Fire •Attack (Str. 40) Burns 10%	31	16
Bite — Normal • Attack (Str.60), Flinches 10%	10	30
Leer — Normal • Lowers opponent's Defense	12	47
Fire Spin — Fire • Attack 2-5 times (Str.15)	11	36
Smog — Poison • Attack (Str.20), Poisons 40%	-	42
Rage — Normal • Attack every turn (Str.20)	18	-
Flamethrower — Fire •Attack (Str. 95) Burns 10%	51	52

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash



#137 PORYGON

TYPE 1	TYPE 2
Normal	-

HP	250
ATTACK	130
DEFENSE	170
SPEED	90
SPECIAL	160

No Evolution

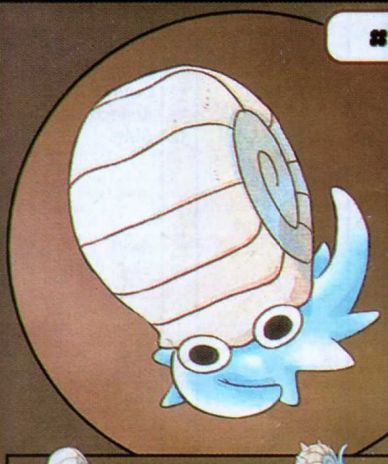
Red Version	Blue Version	Yellow Version
L26: Buy in Celadon City Casino	L18: Buy in Celadon City Casino	L26: Buy in Celadon City Casino

Techniques:

Tackle — Normal • Attack (Strength 35)	Start
Sharpen — Normal • Raises Attack	Start
Conversion — Normal • Copies opponent's Type	Start
Psybeam — Psychic • Attack (Str. 65), Confuses 10%	23
Harden — Normal • Raises your Defense	28
Agility — Psychic • Greatly increases Speed	35
Tri Attack — Normal • Attack (Strength 80)	12

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#138 OMANYTE



TYPE 1	TYPE 2
Rock	Water

HP	190
ATTACK	90
DEFENSE	230
SPEED	80
SPECIAL	200

0 Omanyte → 10 Omastar

Red Version
L30: Give Helix Fossil (found it Mt. Moon) to Cinnibar scientist

Blue Version
L30: Give Helix Fossil (found it Mt. Moon) to Cinnibar scientist

Yellow Version
L30: Give Helix Fossil (found it Mt. Moon) to Cinnibar scientist

Techniques:

Water Gun	Start	
Water • Attack (Strength 40)		
Withdraw	Start	
Water • Raises Defense		
Horn Attack	31	31
Normal • Attack (Strength 65)		
Leer	39	39
Normal • Lowers enemy's Defense		
Spike Cannon	16	11
Normal • Attack 2-5 times (Str. 20)		
Hydro Pump	53	19
Water • Attack (Strength 120)		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#139 OMASTAR



TYPE 1	TYPE 2
Rock	Water

HP	260
ATTACK	130
DEFENSE	280
SPEED	120
SPECIAL	250

0 Omanyte → 10 Omastar

Red Version
Evolve from Omanyte

Blue Version
Evolve from Omanyte

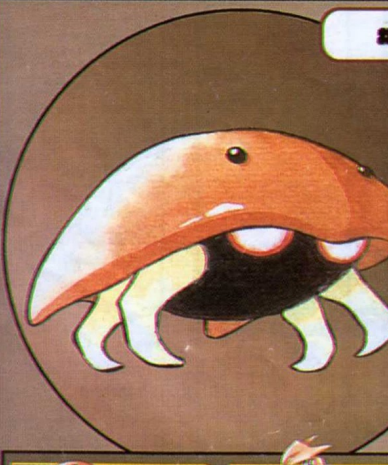
Yellow Version
Evolve from Omanyte

Techniques:

Water Gun	Start	
Water • Attack (Strength 40)		
Withdraw	Start	
Water • Raises Defense		
Horn Attack	31	31
Normal • Attack (Strength 65)		
Leer	39	39
Normal • Lowers enemy's Defense		
Spike Cannon	16	11
Normal • Attack 2-5 times (Str. 20)		
Hydro Pump	53	19
Water • Attack (Strength 120)		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#140 KABUTO



TYPE 1	TYPE 2
Rock	Water

HP	200
ATTACK	180
DEFENSE	190
SPEED	120
SPECIAL	120

0 Kabuto → 10 Kabutops

Red Version
L30: Give Dome Fossil (found it Mt. Moon) to Cinnibar scientist

Blue Version
L30: Give Dome Fossil (found it Mt. Moon) to Cinnibar scientist

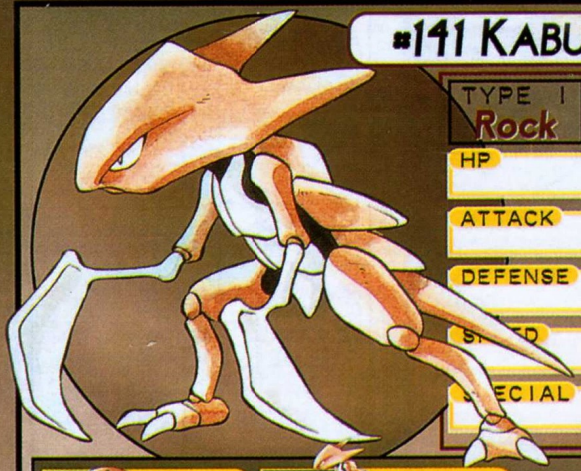
Yellow Version
L30: Give Dome Fossil (found it Mt. Moon) to Cinnibar scientist

Techniques:

Scratch	Start	
Normal • Attack (Strength 40)		
Harden	Start	
Normal • Raises your Defense		
Absorb	31	31
Grass • Attack (Str.20), gain 1/2 as HP		
Slash	39	39
Normal • Attack (Strength 70)		
Leer	11	46
Normal • Lowers enemy's Defense		
Hydro Pump	19	53
Water • Attack (Strength 120)		

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#141 KABUTOPS



TYPE 1	TYPE 2
Rock	Water

HP	260
ATTACK	250
DEFENSE	220
SPEED	170
SPECIAL	170

0 Kabuto → 10 Kabutops

Red Version
Evolve from Kabuto

Blue Version
Evolve from Kabuto

Yellow Version
Evolve from Kabuto

Techniques:

Scratch	Start	Normal • Attack (Strength 40)
Harden	Start	Normal • Raises your Defense
Absorb	31	Grass • Attack (Str.20), gain 1/2 as HP
Slash	39	Normal • Attack (Strength 70)
Leer	16	Normal • Lowers enemy's Defense
Hydro Pump	53	Water • Attack (Strength 120)

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#142 AERODACTYL



TYPE 1	TYPE 2
Rock	Flying

HP	280
ATTACK	250
DEFENSE	160
SPEED	300
SPECIAL	150

No Evolution

Red Version
L30: Give Amber (found it Pewter) to Cinnibar scientist

Blue Version
L30: Give Amber (found it Pewter) to Cinnibar scientist

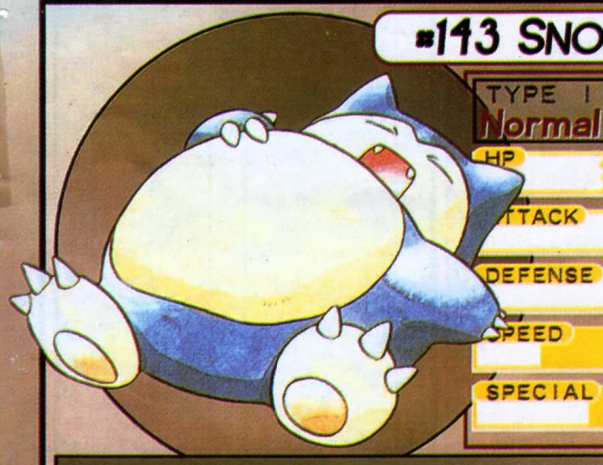
Yellow Version
L30: Give Amber (found it Pewter) to Cinnibar scientist

Techniques:

Wing Attack	Start	Flying • Attack (Strength 35)
Agility	Start	Psychic • Greatly increases Speed
Supersonic	33	Normal • Confuses opponent
Bite	38	Normal • Attack (Str. 60), Flinches 10%
Take Down	15	Normal • Attack (Str. 90), 1/4 damage to you
Hyper Beam	51	Normal • Attack (Str.150), can't move next turn

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#143 SNORLAX



TYPE 1	TYPE 2
Normal	-

HP	450
ATTACK	260
DEFENSE	170
SPEED	80
SPECIAL	110

No Evolution

Red Version
L30: Route 12+16 (one in each)

Blue Version
L30: Route 12+16 (one in each)

Yellow Version
L30: Route 12+16 (one in each)

Techniques:

Head Butt	Start	Normal • Attack (Str. 70), Flinches 30%
Amnesia	Start	Psychic • Greatly raise your Special
Rest	Start	Psychic • Recovers all HP, puts to Sleep
Body Slam	35	Normal • Attack (Str. 65), Flinches 30%
Harden	41	Normal • Raises your Defense
Double Edge	18	Normal • Attack (Str. 100), 1/4 damage to user
Hyper Beam	56	Normal • Attack (Str.150), can't move next turn

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage		HM's
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#144 ARTICUNO



TYPE 1	TYPE 2
Ice	Flying

HP	320
AT K	180
DE SE	230
D	200
SPECIAL	260

No Evolution

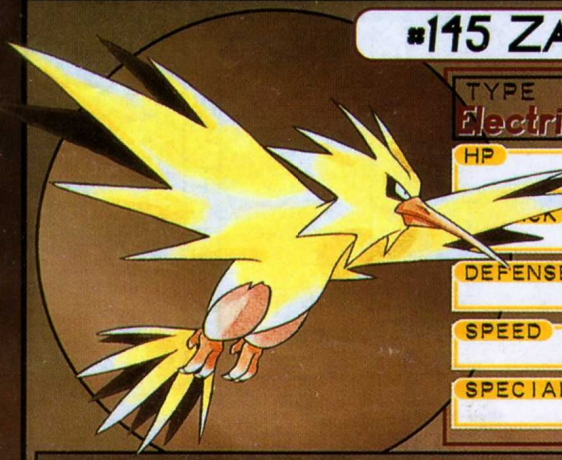
Red Version	Blue Version	Yellow Version
L50: Catch in Sea-foam Island (only one exists)	L50: Catch in Sea-foam Island (only one exists)	L50: Catch in Sea-foam Island (only one exists)

Techniques:

Peck	Start
Flying • Attack (Strength 35)	
Ice Beam	Start
Ice • Attack (Str.95), Freezes 10%	
Blizzard	51
Ice • Attack (Str.120), Freezes 30%	
Agility	55
Psychic • Greatly increases Speed	
Mist	60
Ice • Prevents skills from lowering stats	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#145 ZAPDOS



TYPE 1	TYPE 2
Electric	Flying

HP	310
K	200
DEFENSE	180
SPEED	230
SPECIAL	270

No Evolution

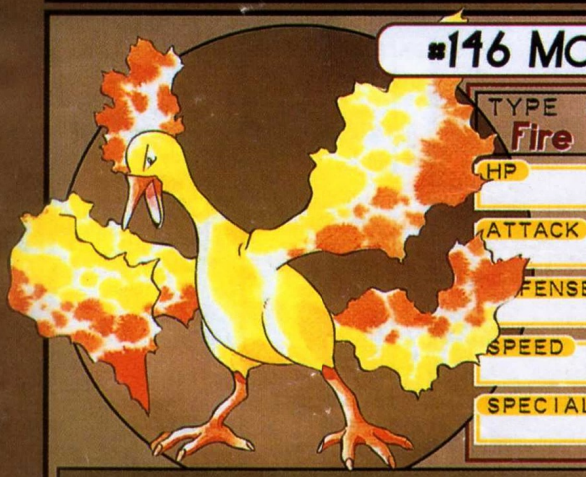
Red Version	Blue Version	Yellow Version
L50: Catch in Power Plant (only one exists)	L50: Catch in Power Plant (only one exists)	L50: Catch in Power Plant (only one exists)

Techniques:

Thundershock	Start
Electric •Attack (Str.40), Paralyzes 10%	
Drill Peck	Start
Flying • Attack (Strength 80)	
Thunder	51
Electric •Attack (Str.120), Paralyzes 10%	
Agility	55
Psychic • Greatly increases Speed	
Light Screen	60
Psychic • Cuts Special damage by 1/2	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#146 MOLTRES



TYPE 1	TYPE 2
Fire	Flying

HP	300
ATTACK	230
FENSE	220
SPEED	210
SPECIAL	290

No Evolution

Red Version	Blue Version	Yellow Version
L50: Catch in Victory Road (only one exists)	L50: Catch in Victory Road (only one exists)	L50: Catch in Victory Road (only one exists)

Techniques:

Peck	Start
Flying • Attack (Strength 35)	
Fire Spin	Start
Fire • Attack 2-5 times (Str.15)	
Leer	51
Normal • Lowers enemy's Defense	
Agility	55
Psychic • Greatly increases Speed	
Sky Attack	60
Flying • 2-turn attack (Str.140)	

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#147 DRATINI



TYPE 1	TYPE 2
Dragon	-

HP	200
ATTACK	160
DEFENSE	110
SPEED	120
SPECIAL	120

Dratini 30 Dragonair 55 Dragonite

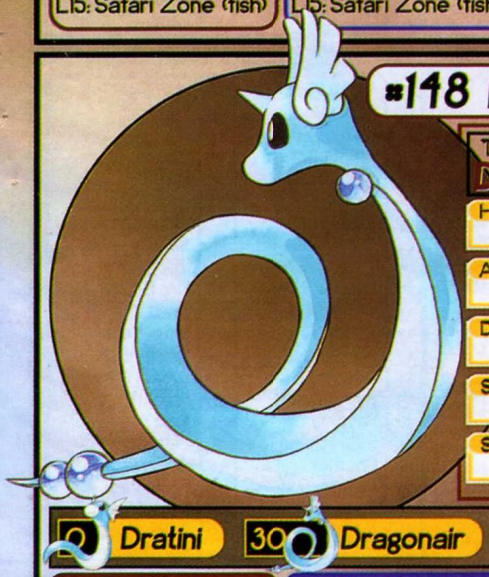
Red Version	Blue Version	Yellow Version
L18: Buy in Celadon Casino L15: Safari Zone (fish)	L18: Buy in Celadon Casino L15: Safari Zone (fish)	L10, 15: Safari Zone (fish)

Techniques:

Wrap	Start		
Normal • Attack 2-5 times (Str. 15)			
Leer	Start		
Normal • Lowers enemy's Defense			
Thunder Wave	10	10	10
Electric • Paralyze opponent			
Agility	20	20	20
Psychic • Greatly increases Speed			
Slam	30	35	35
Normal • Attack (Strength 80)			
Dragon Rage	10	15	15
Dragon • Deals 40 damage			
Hyper Beam	50	55	60
Normal • Attack (Str.150), can't move next turn			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#148 DRAGONAIR



TYPE 1	TYPE 2
Dragon	-

HP	210
ATTACK	200
DEFENSE	150
SPEED	160
SPECIAL	160

Dratini 30 Dragonair 55 Dragonite

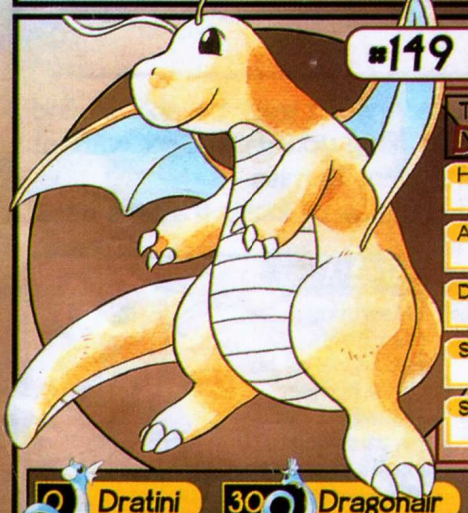
Red Version	Blue Version	Yellow Version
Evolve from Dratini	Evolve from Dratini	L15: Safari Zone (fish)

Techniques:

Wrap	Start		
Normal • Attack 2-5 times (Str. 15)			
Leer	Start		
Normal • Lowers enemy's Defense			
Thunder Wave	10	10	10
Electric • Paralyze opponent			
Agility	20	20	20
Psychic • Greatly increases Speed			
Slam	30	35	35
Normal • Attack (Strength 80)			
Dragon Rage	10	15	15
Dragon • Deals 40 damage			
Hyper Beam	50	55	60
Normal • Attack (Str.150), can't move next turn			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

#149 DRAGONITE



TYPE 1	TYPE 2
Dragon	Flying

HP	300
ATTACK	300
DEFENSE	210
SPEED	180
SPECIAL	220

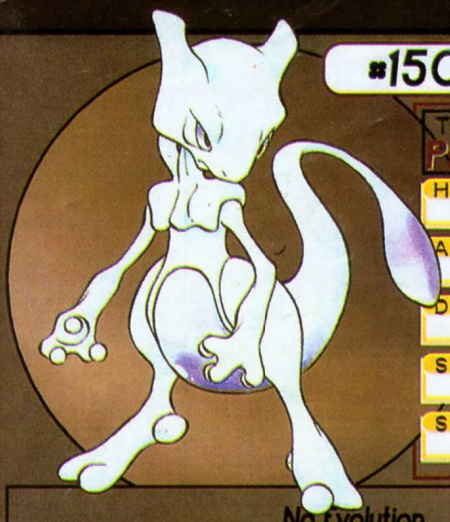
Dratini 30 Dragonair 55 Dragonite

Red Version	Blue Version	Yellow Version
Evolve from Dragonair	Evolve from Dragonair	L15: Safari Zone (fish)

Techniques:

Wrap	Start		
Normal • Attack 2-5 times (Str. 15)			
Leer	Start		
Normal • Lowers enemy's Defense			
Thunder Wave	10	10	10
Electric • Paralyze opponent			
Agility	20	20	20
Psychic • Greatly increases Speed			
Slam	30	35	35
Normal • Attack (Strength 80)			
Dragon Rage	10	15	15
Dragon • Deals 40 damage			
Hyper Beam	50	55	60
Normal • Attack (Str.150), can't move next turn			

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash



#150 MEWTWO

TYPE 1	TYPE 2
Psychic	–

HP	310
ATTACK	210
DEFENSE	200
SPEED	290
SPECIAL	330

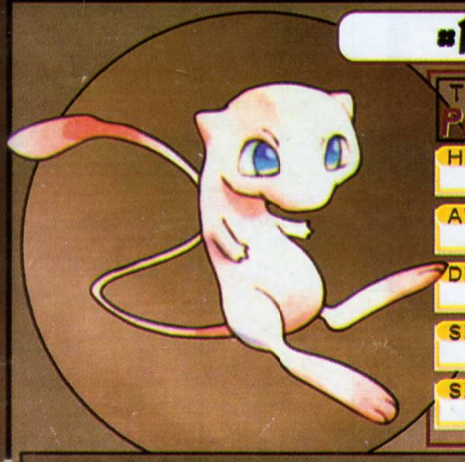
No Evolution

Red Version	Blue Version	Yellow Version
L70: Catch in Unknown Dungeon (only one exists)	L70: Catch in Unknown Dungeon (only one exists)	L70: Catch in Unknown Dungeon (only one exists)

Techniques:

Swift	Start	Normal • Attack (Str.60), always hits
Barrier	Start	Psychic • Greatly increases Defense
Psychic	Start	Psychic • Attack (Str.90), lowers Special 30%
Recover	Start	Normal • Recovers 1/2 of your HP Max
Mist	75	Ice • Prevents skills from lowering stats
Amnesia	81	Psychic • Greatly raise your Special

01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
11	Bubble Beam	39	Swift
12	Water Gun	40	Skull Bash
13	Ice Beam	41	Softboiled
14	Blizzard	42	Dream Eater
15	Hyper Beam	43	Sky Attack
16	Pay Day	44	Rest
17	Submission	45	Thunder Wave
18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash



#151 MEW

TYPE 1	TYPE 2
Psychic	–

HP	320
ATTACK	220
DEFENSE	220
SPEED	220
SPECIAL	220

No Evolution

Red Version	Blue Version	Yellow Version
See below	See below	See below

Techniques:

Pound	Start	Normal • Attack (Strength 40)
Transform	10	Normal • Becomes a copy of opponent
Mega Kick	20	Normal • Attack (Strength 120)
Metronome	30	Normal • Does a random attack
Psychic	10	Psychic • Attack (Str.90), lowers Special 30%

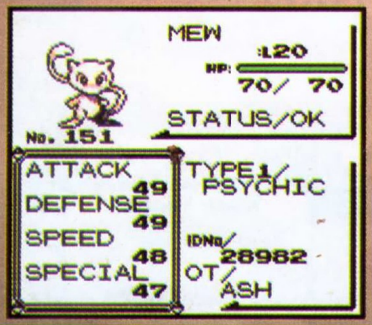
01	Mega Punch	29	Psychic
02	Razor Wind	30	Teleport
03	Swords Dance	31	Mimic
04	Whirlwind	32	Double Team
05	Mega Kick	33	Reflect
06	Toxic	34	Bide
07	Horn Drill	35	Metronome
08	Body Slam	36	Self-Destruct
09	Take Down	37	Egg Bomb
10	Double Edge	38	Fire Blast
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18	Counter	46	Psywave
19	Seismic Toss	47	Explosion
20	Rage	48	Rock Slide
21	Mega Drain	49	Tri Attack
22	Solar Beam	50	Substitute
23	Dragon Rage	HM's	
24	Thunderbolt	1	Cut
25	Thunder	2	Fly
26	Earthquake	3	Surf
27	Fissure	4	Strength
28	Dig	5	Flash

The Rare 151st Pokémon, Mew



Mew, the secret 151st Pokémon, is so rare that you won't ever be able to find him in your game. While you can still get credit for filling your PokéDex without him, he's a great Pokémon that you probably won't want to miss.

So how do you get him? No one knows. Thousands of lucky trainers have already received Mews by bringing their Game Boys and Pokémon GamePaks (of any version) to various Nintendo events such as their ongoing Mall Tour, where a Mew was traded to them for free. For those not lucky enough to have had the tour stop near them, keep your eye on www.pokemon.com for possible future info.



#151 Mew



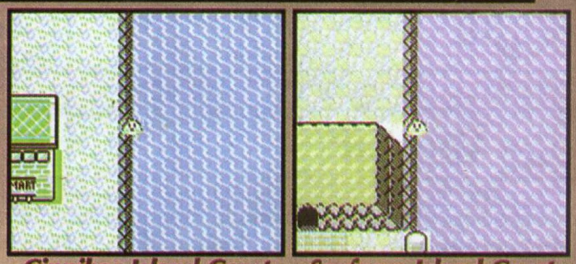
Mew may not be as powerful as his genetic heir, Mewtwo, but with strong stats in every category (he would be #5 in our ten best) and the ability to learn any TM or HM, he's easily one of the best Pokémon in the game. He can even learn Transform and with his high stats, do it better than Ditto!

Other Secrets

There are a couple of weird secrets in the Red and Blue versions of Pokémon, which you can exploit to get infinite items or catch rare Pokémon. These are printed here in response to a number of questions we've received about these much-rumored tricks, but we caution players to be careful if they decided to attempt to replicated them; doing the trick wrong could jeopardize your game data. Sorry, Yellow players, but all of these tricks have been removed from the Yellow version.

Infinite Items and the Secrets of "Missing No." and "M-Block."

There are two vertical strips in Pokémon's world where very strange things happen. One is the east coast of Cinnibar Island, and the other is the east coast of Seafoam Island. When you swim around on these thin strips, as close to land as possible, you can run into wild Pokémon from the last area you visited.



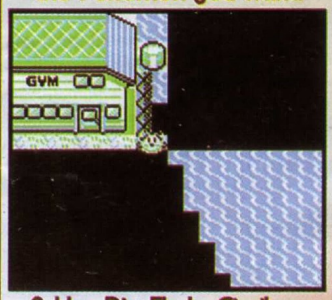
Cinnibar Island Coast *Seafoam Island Coast*

Catch Safari Zone Pokémon Easily!

You can use this trick to catch Safari Zone Pokémon without having to use those weak Safari Balls. Just go to the region of the Safari Zone where the Pokémon you want to capture live. Then use Dig or an Escape Rope to warp out of there (or let your time run out) and then Fly to Cinnibar Island (the trick would be spoiled if you got in any battles on the way). Now you'll run into the Pokémon from that Safari Zone region on the Cinnibar Coast, and you can catch them like normal Pokémon, with Ultra Balls!



1. Enter the Safari Zone, and head to the Area with the Pokémon you want.



2. Use Dig, Fly to Cinnibar and swim on the east coast.



3. Catch Safari Zone Pokémon with Ultra Balls!

Get Infinite Copies of Any Item!

Here's where things get weird. Talk to the old guy in Viridian City who taught you how to use Poké Balls, and have him go through the demonstration, and then fly straight to Cinnibar Island. OR, go trade a Pokémon with one of the traders already in Cinnibar Island.

Next, Surf around the coast until you get into a battle. The enemy you fight may be one of two randomly selected Pokémon (you'll always fight the same ones), which sometimes have levels over 100. The other possibility is that you'll run into an enemy named "Missing No." or the one shown below, commonly called "M-Block." Here's the important part: DO NOT CATCH EITHER OF THEM. When put into a computer, these Pokémon (!?) can mess up your data or even completely destroy your saved game. Instead, just RUN. *Then* check your inventory, and you'll find a little glitchy symbol by whichever item is in your sixth item slot. That means you have around 150 of that item.

You can use this trick over and over, until you have enough Rare Candys to level up your Pokémon to level 100, Master Balls to catch anything easily, or whatever else you may desire.



Talking to this guy is the best way to get the trick going





Weird Glitches and Other Silly Tricks

You can actually fish in any statue in the game! You probably won't catch anything, but it sure looks weird.





Cut down a tree, save the game where it used to be, then load it up. You'll be on the tree! Like I said, pretty pointless.

The hotel in Celadon City is shaped just like a Poké Center. There's even a PC in the usual place–it's just invisible!





Swim up from the water on Cinnibar Isle, so you'll be right in front of the Gym. You'll see a phantom guy on the roof. Weird.

Appendix A: Items

Antidote	BUY $100	SELL $50	Can be purchased in various locations
Cures "Poisoned" condition from one Pokémon			

Awakening	BUY $250	SELL $125	Can be purchased in various locations
Cures "Sleep" condition from one Pokémon			

Bicycle	BUY -	SELL -	Redeem Voucher in Cerulean Bike Shop
Allows you to move at double speed			

Bike Voucher	BUY -	SELL -	Get from Vermillion Pokémon Club Pres.
Redeem at Cerulean City Bike Shop for free Bicycle			

Burn Heal	BUY $250	SELL $125	Can be purchased in various locations
Cures "Burned" condition from one Pokémon			

Calcium	BUY $9800	SELL $4900	Purchase in Celadon Dept. Store 5F
Boosts the Special stat of one Pokémon			

Carbos	BUY $9800	SELL $4900	Purchase in Celadon Dept. Store 5F
Boosts the Speed stat of one Pokémon			

Card Key	BUY -	SELL -	Find in Silph Co. Building 5F
Unlocks certain doors in Silph Company Building			

Coin Case	BUY -	SELL -	Given to you in Celadon Restaurant
Allows you to hold up to 9,999 coins in Celadon Casino			

Dire Hit	BUY $650	SELL $375	Purchase in Celadon Dept. Store 5F
Temporarily raises one Pokémon's odds of getting a Critical Hit			

Dome Fossil	BUY -	SELL -	Choose at end of Mt. Moon area
Can be cloned into a Kabuto at Cinnibar Island Lab			

Elixir	BUY -	SELL -	Found in some routes and areas
Restores 10 PP to all techniques of one Pokémon			

Escape Rope	BUY $550	SELL $275	Can be purchased in various locations
Teleport from any dungeon to last visited Poké Center			

Ether	BUY -	SELL -	Found in some routes and areas
Restores 10 PP to one technique of one Pokémon			

EXP. All	BUY -	SELL -	Given by Prof. Oak's Aide in Route 15
Splits EXP received in battle between all Pokémon in party			

Fire Stone	BUY $2100	SELL $1050	Purchase in Celadon Dept. Store 1F
Can be used to evolve Growlithe, Vulpix and Eevee			

Fresh Water	BUY $200	SELL $100	Purchase in Celadon Dept. Store Roof
Recover 50 HP for one Pokémon, in or out of battle			

Full Heal	BUY $600	SELL $300	Can be purchased in various locations
Cures any condition from one Pokémon			

Full Restore	BUY $3000	SELL $1500	Can be purchased in Indigo Plateau Mart
Restores all HP and cures conditions of one Pokémon			

Gold Teeth	BUY -	SELL -	Find in Safari Zone Area 3
Return to Safari Zone Warden for HM 04			

Good Rod	BUY -	SELL -	Given to you in Fuchsia City
Use this near water to fish for Poliwags and Goldeens			

Great Ball	BUY $600	SELL $300	Can be purchased in various locations
Can be used to capture wild Pokémon (medium)			

Guard Spec.	BUY $700	SELL $350	Purchase in Celadon Dept. Store 5F
Temporarily protects one Pokémon from Special attacks			

Helix Fossil	BUY -	SELL -	Choose at end of Mt. Moon area
Can be cloned into an Omanyte at Cinnibar Island Lab			

HP Up	BUY $9800	SELL $4900	Purchase in Celadon Dept. Store 5F
Boosts the HP Max of one Pokémon			

Hyper Potion	BUY $1500	SELL $750	Can be purchased in various locations
Recover 200 HP for one Pokémon, in or out of battle			

Ice Heal	BUY $250	SELL $125	Can be purchased in various locations
Cures "Frozen" condition from one Pokémon			

Iron	BUY $9800	SELL $4900	Purchase in Celadon Dept. Store 5F
Boosts the Defense stat of one Pokémon			

Item Finder	BUY -	SELL -	Given by Prof. Oak's Aide in Route 11
Reveals locations of hidden items in certain areas			

Leaf Stone	BUY $2100	SELL $1050	Purchase in Celadon Dept. Store 1F
Can be used to evolve Gloom, Weepinbell, and Exeggcute			

Lemonade	BUY $350	SELL $175	Purchase in Celadon Dept. Store Roof
Recover 80 HP for one Pokémon, in or out of battle			

Lift Key	BUY -	SELL -	Defeat Rocket in Rocket Hideout 4F
Unlocks elevators in Celadon's Team Rocket Hideout			

Master Ball	BUY -	SELL -	Receive from Silph Co. President
Absolutely never fails to capture a Pokémon			

Max Elixir	BUY -	SELL -	Found in some routes and areas
Restores Max PP to all techniques of one Pokémon			

Max Ether	BUY	SELL	Found in some routes and areas
Restores Max PP to one technique of one Pokémon			

Max Potion	BUY $2500	SELL $1250	Can be purchased in Indigo Plateau Mart
Recover Max HP for one Pokémon, in or out of battle			

Max Repel	BUY $700	SELL $350	Can be purchased in various locations
Weak Pokémon will not attack you for next 250 steps			

Max Revive	BUY -	SELL $2000	Found in some routes and areas
Recovers one Fainted Pokémon to full health			

Moon Stone	BUY -	SELL -	Found in Mt. Moon (2), Rocket Hideout, Route 2, Mansion
Can be used to evolve Nidorans, Clefairy and Jigglypuff			

Nugget	BUY -	SELL $5000	Found in some routes and areas
No use other than to be sold for cash			

Oak's Parcel	BUY -	SELL -	Receive in Viridian City Poké Mart
Deliver to Professor Oak in Pallet Town for PokéDex			

Old Amber	BUY -	SELL -	Get from scientist in Pewter City museum
Can be cloned into an Aerodactyl in Cinnibar Island Lab			

Old Rod	BUY -	SELL -	Given to you in Vermillion City
Use this near water to fish for Magikarps			

Paralyze Heal	BUY $200	SELL $100	Can be purchased in various locations
Cures "Paralyzed" condition from one Pokémon			

Poké Ball	BUY $200	SELL $100	Can be purchased in various locations
Can be used to capture wild Pokémon (weakest)			

Poké Doll	BUY $1000	SELL $500	Purchase in Celadon Dept. Store 4F
Allows you to escape in battle, trade for TM 31 in Saffron			

Poké Flute	BUY -	SELL -	Get From Mr. Fuji in Lavender Town
Cures "Sleep" condition from all Pokémon			

Potion	BUY $300	SELL $150	Can be purchased in various locations
Recover 20 HP for one Pokémon, in or out of battle			

PP Up	BUY -	SELL -	Found in some routes and areas
Boosts Max PP of one technique by 20%			

Protein	BUY $9800	SELL $4900	Purchase in Celadon Dept. Store 5F
Boosts the Attack stat of one Pokémon			

Rare Candy	BUY -	SELL $2400	Found in some routes and areas
Raise the level of any Pokémon by one			

Repel	BUY $350	SELL $175	Can be purchased in various locations
Weak Pokémon will not attack you for next 100 steps			

Revive	BUY $1500	SELL $750	Can be purchased in various locations
Recovers one Fainted Pokémon to 1/2 of Max HP			

S.S. Ticket	BUY -	SELL -	Receive from Bill in Route 25
Allows you to board the S.S. Anne in Vermillion City			

Safari Ball	BUY -	SELL -	Given to you during Safari Zone game
Can be used to capture wild Pokémon in Safari Zone			

Secret Key	BUY -	SELL -	Found in Cinnibar Mansion Basement
Unlocks door to Gym in Cinnibar Island			

Silph Scope	BUY -	SELL -	Defeat Giovanni in Rocket Hideout 4F
Allows you to see ghosts, needed in Pokémon Tower			

Soda Pop	BUY $300	SELL $150	Purchase in Celadon Dept. Store Roof
Recover 60 HP for one Pokémon, in or out of battle			

Super Potion	BUY $700	SELL $350	Can be purchased in various locations
Recover 70 HP for one Pokémon, in or out of battle			

Super Repel	BUY $500	SELL $250	Can be purchased in various locations
Weak Pokémon will not attack you for next 200 steps			

Super Rod	BUY -	SELL -	Given to you in Route 12 building
Use this near water to fish for any Pokémon			

Thunder Stone	BUY $2100	SELL $1050	Purchase in Celadon Dept. Store 4F
Can be used to evolve Pikachu and Eevee			

Town Map	BUY -	SELL -	Pallet Town: Receive from Gary's Sister
Shows your position on map of Pokémon's World			

Ultra Ball	BUY $1200	SELL $600	Can be purchased in various locations
Can be used to capture wild Pokémon (strongest)			

Water Stone	BUY $2100	SELL $1050	Purchase in Celadon Dept. Store 4F
Can be used to evolve Poliwhirl, Shellder, Staryu and Eevee			

X Accuracy	BUY $950	SELL $475	Purchase in Celadon Dept. Store 5F
Temporarily raises Accuracy of one Pokémon's attacks			

X Attack	BUY $500	SELL $250	Purchase in Celadon Dept. Store 5F
Temporarily raises one Pokémon's Attack stat			

X Defend	BUY $550	SELL $275	Purchase in Celadon Dept. Store 5F
Temporarily raises one Pokémon's Defense stat			

X Special	BUY $350	SELL $175	Purchase in Celadon Dept. Store 5F
Temporarily raises one Pokémon's Special stat			

X Speed	BUY $350	SELL $175	Purchase in Celadon Dept. Store 5F
Temporarily raises one Pokémon's Speed stat			

Appendix B: Techniques

Absorb	TM	TYPE	STR.	ACC.	P.P.
	-	Grass	20	100	20
User gains HP equal to 1/2 of damage dealt					

Acid	TM	TYPE	STR.	ACC.	P.P.
	-	Poison	40	100	30
30% chance of also lowering opponent's Defense					

Acid Armor	TM	TYPE	STR.	ACC.	P.P.
	-	Poison	-	-	40
Significantly increases user's Defense					

Agility	TM	TYPE	STR.	ACC.	P.P.
	-	Psychic	-	-	30
Significantly raises user's Speed					

Amnesia	TM	TYPE	STR.	ACC.	P.P.
	-	Psychic	-	-	20
Significantly increases user's Special					

Aurora Beam	TM	TYPE	STR.	ACC.	P.P.
	-	Ice	65	100	20
30% chance of also lowering opponent's Attack					

Barrage	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	15	85	20
Attacks 2-5 times					

Barrier	TM	TYPE	STR.	ACC.	P.P.
	-	Psychic	-	-	30
Significantly increases user's Defense					

Bide	TM	TYPE	STR.	ACC.	P.P.
	#34	Normal	n/a	100	10
Waits 2-3 turns, then deals damage equal to 2x damage received					

Bind	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	15	75	20
Attacks for 2-5 turns, opponent cannot fight back					

Bite	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	60	100	25
10% chance of also making opponent Flinch					

Blizzard	TM	TYPE	STR.	ACC.	P.P.
	#14	Ice	120	90	5
30% chance of also Freezing opponent					

Body Slam	TM	TYPE	STR.	ACC.	P.P.
	#08	Normal	85	100	15
30% chance of also causing opponent to Flinch					

Bone Club	TM	TYPE	STR.	ACC.	P.P.
	-	Ground	65	85	20
10% chance of also causing opponent to Flinch					

Bonemerang	TM	TYPE	STR.	ACC.	P.P.
	-	Ground	50	90	10
Attacks twice					

Bubble	TM	TYPE	STR.	ACC.	P.P.
	-	Water	20	100	30
30% chance of also lowering opponent's Speed					

Bubble Beam	TM	TYPE	STR.	ACC.	P.P.
	#11	Water	65	100	20
30% chance of also lowering opponent's Speed					

Clamp	TM	TYPE	STR.	ACC.	P.P.
	-	Water	35	75	10
Attacks for 2-5 turns, opponent cannot fight back					

Comet Punch	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	18	85	15
Attacks 2-5 times					

Confuse Ray	TM	TYPE	STR.	ACC.	P.P.
	-	Ghost	-	100	10
Confuses opponent					

Confusion	TM	TYPE	STR.	ACC.	P.P.
	-	Psychic	50	100	25
10% chance of also Confusing opponent					

Constrict	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	10	100	35
30% chance of also lowering opponent's Speed					

Conversion	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	-	30
User becomes same type as opponent					

Counter	TM	TYPE	STR.	ACC.	P.P.
	#18	Fighting	n/a	100	20
If opponent hits user with non-Special attack, deals 2x damage received					

Crabhammer	TM	TYPE	STR.	ACC.	P.P.
	-	Water	90	85	10
Scores Critical Hits frequently					

Cut	HM	TYPE	STR.	ACC.	P.P.
	#01	Normal	50	95	30
No special properties in battle; also see HM appendix					

Defense Curl	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	-	40
Raises user's Defense					

Dig	TM	TYPE	STR.	ACC.	P.P.
	#28	Ground	100	100	10
Invulnerable for 1st turn, attacks 2nd turn; also teleports from dungeons					

Disable	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	55	20
Temporarily disables one of opponent's techniques at random					

Dizzy Punch	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	70	100	10
No special properties					

Double Edge	TM	TYPE	STR.	ACC.	P.P.
	#10	Normal	100	100	15
1/4 of damage dealt is also dealt to user					

Double Kick	TM	TYPE	STR.	ACC.	P.P.
	-	Fighting	30	100	30
Attacks twice					

Double Slap	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	15	85	10
Attacks 2-5 times					

Double Team	TM	TYPE	STR.	ACC.	P.P.
	#32	Normal	-	-	15
Significantly lowers Accuracy of opponent's techniques					

Dragon Rage	TM	TYPE	STR.	ACC.	P.P.
	#23	Dragon	n/a	100	10
Does 40 points of damage, regardless of type or Defense					

Dream Eater	TM	TYPE	STR.	ACC.	P.P.
	#42	Psychic	100	100	15
Only hits Sleeping opponents. User gains HP equal to damage dealt					

Drill Peck	TM	TYPE	STR.	ACC.	P.P.
	-	Flying	80	100	20
No special properties					

Earthquake	TM	TYPE	STR.	ACC.	P.P.
	#26	Ground	100	100	10
No special properties					

Egg Bomb	TM	TYPE	STR.	ACC.	P.P.
	#37	Normal	100	75	10
No special properties					

Ember	TM	TYPE	STR.	ACC.	P.P.
	-	Fire	40	100	25
10% chance of also Burning opponent					

Explosion	TM	TYPE	STR.	ACC.	P.P.
	#47	Normal	250	100	5
User Faints after attack					

Fire Blast	TM	TYPE	STR.	ACC.	P.P.
	#38	Fire	120	85	5
30% chance of also Burning opponent					

Fire Punch	TM	TYPE	STR.	ACC.	P.P.
	-	Fire	75	100	15
10% chance of also Burning opponent					

Fire Spin	TM	TYPE	STR.	ACC.	P.P.
	-	Fire	15	70	15
Attacks for next 2-5 turns, opponent may not attack					

Fissure	TM	TYPE	STR.	ACC.	P.P.
	#27	Ground	n/a	30	5
Knocks out opponent if hits					

Flamethrower	TM	TYPE	STR.	ACC.	P.P.
	-	Fire	95	100	15
10% chance of also Burning opponent					

Flash	HM	TYPE	STR.	ACC.	P.P.
	#05	Normal	-	70	20
Lowers Accuracy of opponent's techniques; also see HM appendix					

Fly	HM	TYPE	STR.	ACC.	P.P.
	#02	Flying	70	90	15
Invulnerable for 1st turn, attacks 2nd turn; also see HM appendix					

Focus Energy	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	-	30
User's future attacks score Critical Hits more frequently					

Fury Attack	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	15	85	20
Attacks 2-5 times					

Fury Swipes	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	18	80	15
Attacks 2-5 times					

Glare	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	75	30
Paralyzes opponent					

Growl	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	100	40
Lowers opponent's Attack					

Growth	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	-	40
Raises user's Special					

Guillotine	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	n/a	30	5
Knocks out opponent if hits					

Gust	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	40	100	35
No special properties					

Harden	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	-	30
Raises user's Defense					

Haze	TM	TYPE	STR.	ACC.	P.P.
	-	Ice	-	-	30
All stats are returned to normal, all conditions are removed					

Head Butt	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	70	100	15
30% chance of also causing opponent to Flinch					

Hi Jump Kick	TM	TYPE	STR.	ACC.	P.P.
	-	Fighting	85	90	20
If misses, user receives 1/8 of damage attack would have dealt					

Horn Attack	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	65	100	25
No special properties					

Horn Drill	TM	TYPE	STR.	ACC.	P.P.
	#07	Normal	n/a	30	5
Knocks out opponent if hits					

Hydro Pump	TM	TYPE	STR.	ACC.	P.P.
	-	Water	120	80	5
No special properties					

Hyper Beam	TM	TYPE	STR.	ACC.	P.P.
	#15	Normal	150	90	5
After this attack hits, user cannot attack for one turn					

Hyper Fang	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	80	90	15
10% chance of also making opponent Flinch					

Hypnosis	TM	TYPE	STR.	ACC.	P.P.
	-	Psychic	-	60	20
Makes opponent fall asleep					

Ice Beam	TM	TYPE	STR.	ACC.	P.P.
	#13	Ice	95	100	10
10% chance of also Freezing opponent					

Ice Punch	TM	TYPE	STR.	ACC.	P.P.
	-	Ice	75	100	15
10% chance of also Freezing opponent					

Jump Kick	TM	TYPE	STR.	ACC.	P.P.
	-	Fighting	70	95	20
If misses, user receives 1/8 of damage attack would have dealt					

Karate Chop	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	50	100	25
No special properties					

Kinesis	TM	TYPE	STR.	ACC.	P.P.
	-	Psychic	-	80	15
Lowers Accuracy of opponent's techniques					

Leech Life	TM	TYPE	STR.	ACC.	P.P.
	-	Bug	20	100	15
User gains HP equal to damage dealt					

Leech Seed	TM	TYPE	STR.	ACC.	P.P.
	-	Grass	n/a	90	10
Steals a bit of HP from any opponent every turn until battle ends					

Leer	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	100	30
Lower's opponent's Defense					

Lick	TM	TYPE	STR.	ACC.	P.P.
	-	Ghost	20	100	30
30% chance of also Paralyzing opponent					

Light Screen	TM	TYPE	STR.	ACC.	P.P.
	-	Psychic	-	-	30
Damage from Special attacks dealt to user are reduced by 1/2					

Lovely Kiss	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	75	10
Makes opponent fall asleep					

Low Kick	TM	TYPE	STR.	ACC.	P.P.
	-	Fighting	50	90	20
30% chance of also making opponent Flinch					

Meditate	TM	TYPE	STR.	ACC.	P.P.
	-	Psychic	-	-	40
Raises user's Attack					

Mega Drain	TM	TYPE	STR.	ACC.	P.P.
	#21	Grass	40	100	10
User gains HP equal to 1/2 of damage dealt					

Mega Kick	TM	TYPE	STR.	ACC.	P.P.
	#05	Normal	120	75	5
No special properties					

Mega Punch	TM	TYPE	STR.	ACC.	P.P.
	#01	Normal	80	85	20
No special properties					

Metronome	TM	TYPE	STR.	ACC.	P.P.
	#35	Normal	-	100	10
Uses a randomly selected technique					

Mimic	TM	TYPE	STR.	ACC.	P.P.
	#31	Normal	-	-	10
User copies one of opponent's techniques, can use it till end of battle					

Minimize	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	-	20
Lowers Accuracy of opponent's techniques					

Mirror Move	TM	TYPE	STR.	ACC.	P.P.
	-	Flying	-	100	20
Hits opponent with last technique he/she hit you with					

Mist	TM	TYPE	STR.	ACC.	P.P.
	-	Ice	-	-	30
Techniques that would lower stats cannot be used					

Night Shade	TM	TYPE	STR.	ACC.	P.P.
	-	Ghost	n/a	100	15
Does damage equal to user's level, regardless of type or Defense					

Pay Day	TM	TYPE	STR.	ACC.	P.P.
	#16	Normal	40	100	20
You gain money equal to double user's level					

Peck	TM	TYPE	STR.	ACC.	P.P.
	-	Flying	35	100	35
No special properties					

Petal Dance	TM	TYPE	STR.	ACC.	P.P.
	-	Grass	70	100	20
User attacks for 2-3 turns, then becomes Confused					

Pin Missile	TM	TYPE	STR.	ACC.	P.P.
	-	Bug	14	85	20
Attacks two-five times					

Poison Gas	TM	TYPE	STR.	ACC.	P.P.
	-	Poison	-	55	40
Poisons opponent					

Poison Powder	TM	TYPE	STR.	ACC.	P.P.
	-	Poison	-	75	35
Poisons opponent					

Poison Sting	TM	TYPE	STR.	ACC.	P.P.
	-	Poison	15	100	35
20% chance of also Poisoning opponent					

Pound	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	40	100	35
No special properties					

Psybeam	TM	TYPE	STR.	ACC.	P.P.
	-	Psychic	65	100	20
10% chance of also Confusing opponent					

Psychic	TM	TYPE	STR.	ACC.	P.P.
	#29	Psychic	90	100	10
30% chance of also lowering opponent's Special					

Psywave	TM	TYPE	STR.	ACC.	P.P.
	#46	Psychic	n/a	80	15
Does damage equal to 1-1.5 times user's level, regardless of type or Defense					

Quick Attack	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	40	100	30
Regardless of your Speed, always hits before opponent					

Rage	TM	TYPE	STR.	ACC.	P.P.
	#20	Normal	20	100	20
Attacks until battle ends. Strength increases each turn					

Razor Leaf	TM	TYPE	STR.	ACC.	P.P.
	-	Grass	55	95	25
Scores Critical Hits frequently					

Razor Wind	TM	TYPE	STR.	ACC.	P.P.
	#02	Normal	80	75	10
Focuses energy for one turn, then attacks second turn					

Recover	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	-	20
User regains 1/2 of HP Max					

Reflect	TM	TYPE	STR.	ACC.	P.P.
	#33	Psychic	-	-	20
Damage from Regular attacks dealt to user are reduced by 1/2					

Rest	TM	TYPE	STR.	ACC.	P.P.
	#44	Psychic	-	-	10
User regains full HP, then falls asleep					

Roar	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	100	20

Ends battle, but only versus wild Pokémon

Rock Slide	TM	TYPE	STR.	ACC.	P.P.
	#48	Rock	75	90	10

No special properties

Rock Throw	TM	TYPE	STR.	ACC.	P.P.
	-	Rock	50	65	10

No special properties

Rolling Kick	TM	TYPE	STR.	ACC.	P.P.
	-	Fighting	60	85	15

30% chance of also causing opponent to Flinch

Sand Attack	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	100	15

Lowers Accuracy of opponent's techniques

Scratch	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	40	100	30

No special properties

Screech	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	85	40

Significantly lowers opponent's Defense

Seismic Toss	TM	TYPE	STR.	ACC.	P.P.
	#19	Fighting	n/a	100	20

Does damage equal to user's level, regardless of type or Defense

Self Destruct	TM	TYPE	STR.	ACC.	P.P.
	#36	Normal	200	100	5

User Faints after attack

Sharpen	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	-	30

Raises user's Attack

Sing	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	55	5

Makes opponent fall asleep

Skull Bash	TM	TYPE	STR.	ACC.	P.P.
	#10	Normal	100	100	15

Focuses energy for one turn, then attacks second turn

Sky Attack	TM	TYPE	STR.	ACC.	P.P.
	#13	Flying	140	90	5

Focuses energy for one turn, then attacks second turn

Slam	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	80	75	20

No special properties

Slash	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	70	100	20

Scores a Critical Hit frequently

Sleep Powder	TM	TYPE	STR.	ACC.	P.P.
	-	Grass	-	75	15

Makes opponent fall asleep

Sludge	TM	TYPE	STR.	ACC.	P.P.
	-	Poison	65	100	20

10% chance of also Poisoning opponent

Smog	TM	TYPE	STR.	ACC.	P.P.
	-	Poison	20	70	20

10% chance of also Poisoning opponent

Smokescreen	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	100	20

Lowers Accuracy of opponent's techniques

Softboiled	TM	TYPE	STR.	ACC.	P.P.
	#41	Normal	-	-	10

Drains user's HP to recover other Pokémon's HP; can be used out of battles

Solar Beam	TM	TYPE	STR.	ACC.	P.P.
	#22	Grass	120	100	10

Focuses energy for one turn, then attacks second turn

Sonic Boom	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	n/a	90	20

Deals 20 damage, regardles of type or Defense

Spike Cannon	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	20	100	15

Attacks 2-5 times

Splash	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	100	40

Does absolutely nothing

Spore	TM	TYPE	STR.	ACC.	P.P.
	-	Grass	-	100	15

Makes opponent fall asleep

Stomp	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	65	100	20

30% chance of also making opponent Flinch

Strength	HM	TYPE	STR.	ACC.	P.P.
	#04	Normal	80	100	15

No special properties in battle; also see HM appendix

String Shot	TM	TYPE	STR.	ACC.	P.P.
	-	Bug	-	95	40

Lowers opponent's Speed

Struggle	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	50	100	n/a

1/4 of damage is also dealt to user; All Pokémon gain this when out of PP

Stun Spore	TM	TYPE	STR.	ACC.	P.P.
	-	Grass	-	75	30

Paralyzes opponent

Submission	TM	TYPE	STR.	ACC.	P.P.
	#17	Fighting	80	80	25

1/4 of damage is also dealt to user

Substitute	TM	TYPE	STR.	ACC.	P.P.
	#50	Normal	-	-	10

Creates clone with 1/4 of user's HP, clone blocks until he dies

Super Fang	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	n/a	90	100

Reduces opponent's HP by 1/2

Supersonic	TM	TYPE	STR.	ACC.	P.P.
	-	Normal	-	55	20

Confuses opponent

Surf	HM	TYPE	STR.	ACC.	P.P.
	#03	Water	95	100	15

No special properties in battle; also see HM appendix

Swift	TM	TYPE	STR.	ACC.	P.P.
	#39	Normal	60	100	20

Can hit invulnerable enemies (during Dig, Fly, etc)

Swords Dance	TM #03	TYPE Normal	STR. -	ACC. -	P.P. 30
Significantly raises user's Attack					

Tackle	TM -	TYPE Normal	STR. 35	ACC. 95	P.P. 35
No special properties					

Tail Whip	TM -	TYPE Normal	STR. -	ACC. 100	P.P. 30
Lower's opponent's Defense					

Take Down	TM #09	TYPE Normal	STR. 90	ACC. 85	P.P. 20
1/4 of damage is also dealt to user					

Teleport	TM #30	TYPE Psychic	STR. -	ACC. 100	P.P. 20
Ends battle, but only versus wild Pokémon					

Thrash	TM -	TYPE Normal	STR. 90	ACC. 100	P.P. 20
User attacks for 2-3 turns, then becomes Confused					

Thunder	TM #25	TYPE Electric	STR. 120	ACC. 70	P.P. 10
10% chance of also Paralyzing opponent					

Thunder Wave	TM #45	TYPE Electric	STR. -	ACC. 100	P.P. 20
Paralyzes opponent					

Thunderbolt	TM #24	TYPE Electric	STR. 95	ACC. 100	P.P. 15
10% chance of also Paralyzing opponent					

Thunder Punch	TM -	TYPE Electric	STR. 75	ACC. 100	P.P. 15
10% chance of also Paralyzing opponent					

Thundershock	TM -	TYPE Electric	STR. 40	ACC. 100	P.P. 30
10% chance of also Paralyzing opponent					

Toxic	TM #06	TYPE Poison	STR. -	ACC. 85	P.P. 10
Poisons opponent, damage done by Poison increases each turn					

Transform	TM -	TYPE Normal	STR. -	ACC. -	P.P. 10
User becomes copy of opponent, but keeps own stats					

Tri Attack	TM #49	TYPE Normal	STR. 80	ACC. 100	P.P. 10
No special properties					

Twin Needle	TM -	TYPE Bug	STR. 20	ACC. 100	P.P. 20
Attacks twice, 20% chance of also Poisoning opponent					

Vice Grip	TM -	TYPE Normal	STR. 55	ACC. 100	P.P. 30
No special properties					

Vine Whip	TM -	TYPE Grass	STR. 55	ACC. 95	P.P. 25
Scores a Critical Hit frequently					

Water Gun	TM #12	TYPE Water	STR. 40	ACC. 100	P.P. 25
No special properties					

Waterfall	TM -	TYPE Water	STR. 80	ACC. 100	P.P. 15
No special properties					

Whirlwind	TM #04	TYPE Normal	STR. -	ACC. 85	P.P. 20
Ends battle, but only versus wild Pokémon					

Wing Attack	TM -	TYPE Flying	STR. 35	ACC. 100	P.P. 35
No special properties					

Withdraw	TM -	TYPE Water	STR. -	ACC. -	P.P. 40
Raises your Defense					

Wrap	TM -	TYPE Normal	STR. 15	ACC. 85	P.P. 20
Attacks for 2-5 turns, opponent cannot fight back					



Appendix C: HM's

HM 01	BUY -	SELL -	Receive from Captain of S.S. Anne in Vermillion City		
Cut	TYPE: Normal		STR. 50	ACC. 95	P.P. 30
Cuts down trees, regular attack in battle					

HM 02	BUY -	SELL -	Receive at hidden house in Route 16		
Fly	TYPE: Flying		STR. 70	ACC. 90	P.P. 15
Teleport to towns you've visited, two-turn attack in battle					

HM 03	BUY -	SELL -	Find in Safari Zone's Treasure House		
Surf	TYPE: Water		STR. 95	ACC. 100	P.P. 15
Use to cross bodies of water, regular attack in battle					

HM 04	BUY -	SELL -	Receive from Safari Zone Warden in Fuchsia City		
Strength	TYPE: Normal		STR. 80	ACC. 100	P.P. 15
Use to push stones, regular attack in battle					

HM 05	BUY -	SELL -	Receive at Route 2 (east side) building		
Flash	TYPE: Normal		STR. -	ACC. 70	P.P. 20
Illuminates Rock Tunnel, lowers enemy Accuracy in battle					



Appendix D: TM's

TM 01	BUY $3000	SELL $1500	Find at Mt. Moon B2 Buy at Celadon Dept. Store 2F
Mega Punch	TYPE: Normal	STR. 80	ACC. 85	P.P. 20
No special properties				

TM 02	BUY $2000	SELL $1000	Find at Rocket Hideout B4 Buy at Celadon Dept. Store 2F
Razor Wind	TYPE: Normal	STR. 80	ACC. 75	P.P. 10
Focuses energy for one turn, then attacks second turn				

TM 03	BUY -	SELL $1000	Find at Silph Company Building 7F
Swords Dance	TYPE: Normal	STR. -	ACC. -	P.P. 30
Significantly raises user's Attack				

TM 04	BUY -	SELL $500	Find at Route 1
Whirlwind	TYPE: Normal	STR. -	ACC. 85	P.P. 20
Ends battle, but only versus wild Pokémon				

TM 05	BUY $3000	SELL $1500	Find at Victory Road 2F Buy at Celadon Dept. Store 2F
Mega Kick	TYPE: Normal	STR. 120	ACC. 75	P.P. 5
No special properties				

TM 06	BUY -	SELL $2000	Receive from Koga after beating Fuchsia City Gym
Toxic	TYPE: Poison	STR. -	ACC. 85	P.P. 10
Poisons opponent, damage done by Poison increases each turn				

TM 07	BUY $2000	SELL $1000	Find at Rocket Hideout B2 Buy at Celadon Dept. Store 2F
Horn Drill	TYPE: Normal	STR. n/a	ACC. 30	P.P. 5
Knocks out opponent if hits				

TM 08	BUY -	SELL $2000	Find in S.S. Anne
Body Slam	TYPE: Normal	STR. 85	ACC. 100	P.P. 15
30% chance of also causing opponent to Flinch				

TM 09	BUY $3000	SELL $1500	Find at Silph Co. Building 5F Buy at Celadon Dept. Store 2F
Take Down	TYPE: Normal	STR. 90	ACC. 85	P.P. 20
1/4 of damage is also dealt to user				

TM 10	BUY -	SELL $2000	Find at Rocket Hideout B3
Double Edge	TYPE: Normal	STR. 100	ACC. 100	P.P. 15
1/4 of damage dealt is also dealt to user				

TM 11	BUY -	SELL $1000	Receive from Misty after beating Cerulean City Gym
Bubble Beam	TYPE: Water	STR. 65	ACC. 100	P.P. 20
30% chance of also lowering opponent's Speed				

TM 12	BUY -	SELL $500	Find at Mt. Moon 1F
Water Gun	TYPE: Water	STR. 40	ACC. 100	P.P. 25
No special properties				

TM 13	BUY -	SELL $2000	Receive from girl on Celadon Dept. Store roof
Ice Beam	TYPE: Ice	STR. 95	ACC. 100	P.P. 10
10% chance of also Freezing opponent				

TM 14	BUY -	SELL $2500	Find at Pokémon Mansion (Cinnibar Island) B1
Blizzard	TYPE: Ice	STR. 120	ACC. 90	P.P. 5
30% chance of also Freezing opponent				

TM 15	BUY -	SELL $2500	Exchange 5,500 coins in Celadon City Casino
Hyper Beam	TYPE: Normal	STR. 150	ACC. 90	P.P. 5
After this attack hits, user cannot attack for one turn				

TM 16	BUY -	SELL $2500	Find in Route 12
Pay Day	TYPE: Normal	STR. 40	ACC. 100	P.P. 20
You gain money equal to double user's level				

TM 17	BUY $3000	SELL $1500	Find at Victory Road 2F Buy at Celadon Dept. Store 2F
Submission	TYPE: Fighting	STR. 80	ACC. 80	P.P. 25
1/4 of damage is also dealt to user				

TM 18	BUY -	SELL $1000	Receive at Celadon Dept Store 3F (guy at counter)
Counter	TYPE: Fighting	STR. n/a	ACC. 100	P.P. 20
If opponent hits user with non-Special attack, deals 2x damage received				

TM 19	BUY -	SELL $1500	Find at Route 25
Seismic Toss	TYPE: Fighting	STR. n/a	ACC. 100	P.P. 20
Does damage equal to user's level, regardless of type or Defense				

TM 20	BUY -	SELL $1000	Find at Route 15
Rage	TYPE: Normal	STR. 20	ACC. 100	P.P. 20
Attacks until battle ends, Strength increases each turn				

TM 21	BUY -	SELL $2500	Receive from Erika after beating Celadon City Gym
Mega Drain	TYPE: Grass	STR. 40	ACC. 100	P.P. 10
User gains HP equal to 1/2 of damage dealt				

TM 22	BUY -	SELL $2500	Find at Pokémon Mansion (Cinnibar Island) B1
Solar Beam	TYPE: Grass	STR. 120	ACC. 100	P.P. 10
Focuses energy for one turn, then attacks second turn				

TM 23	BUY -	SELL $2500	Exchange 3,000 coins in Celadon City Casino
Dragon Rage	TYPE: Dragon	STR. n/a	ACC. 100	P.P. 10
Does 40 points of damage, regardless of type or Defense				

TM 24	BUY -	SELL $1000	Receive from Lt. Surge after beating Vermillion City Gym
Thunderbolt	TYPE: Electric	STR. 95	ACC. 100	P.P. 15
10% chance of also Paralyzing opponent				

TM 25	BUY –	SELL $2500	Find at Power Plant		
Thunder	TYPE: Electric	STR. 120	ACC. 70	P.P. 10	
10% chance of also Paralyzing opponent					

TM 26	BUY –	SELL $2000	Find at Silph Company Building 10F		
Earthquake	TYPE: Ground	STR. 100	ACC. 100	P.P. 10	
No special properties					

TM 27	BUY –	SELL $2500	Receive from Giovanni after beating Viridian City Gym		
Fissure	TYPE: Ground	STR. n/a	ACC. 30	P.P. 5	
Knocks out opponent if hits					

TM 28	BUY –	SELL $1000	Receive in burglarized house in Cerulean City		
Dig	TYPE: Ground	STR. 100	ACC. 100	P.P. 10	
Invulnerable for 1st turn, attacks 2nd turn; also teleports from dungeons					

TM 29	BUY –	SELL $2000	Receive from Mr. Psychic in Saffron City		
Psychic	TYPE: Psychic	STR. 90	ACC. 100	P.P. 10	
30% chance of also lowering opponent's Special					

TM 30	BUY –	SELL $500	Find at Route 9		
Teleport	TYPE: Psychic	STR. –	ACC. 100	P.P. 20	
Ends battle, but only versus wild Pokémon					

TM 31	BUY –	SELL $1000	Give Poké Doll to copycat girl in Saffron City		
Mimic	TYPE: Normal	STR. –	ACC. –	P.P. 10	
User copies one of opponent's techniques, can use it till end of battle					

TM 32	BUY $1000	SELL $500	Find at Safari Zone Area 3 Buy at Celadon Dept. Store 2F		
Double Team	TYPE: Normal	STR. –	ACC. –	P.P. 15	
Significantly lowers Accuracy of opponent's techniques					

TM 33	BUY $1000	SELL $500	Find at Power Plant Buy at Celadon Dept. Store 2F		
Reflect	TYPE: Psychic	STR. –	ACC. –	P.P. 20	
Damage from Regular attacks dealt to user are reduced by 1/2					

TM 34	BUY –	SELL $1000	Receive from Brock after beating Pewter City Gym		
Bide	TYPE: Normal	STR. n/a	ACC. 100	P.P. 10	
Waits 2-3 turns, then deals damage equal to 2x damage received					

TM 35	BUY –	SELL $2000	Receive from scientist in Cinnibar Island Lab		
Metronome	TYPE: Normal	STR. –	ACC. 100	P.P. 10	
Uses a randomly selected technique					

TM 36	BUY –	SELL $1000	Find at Silph Company Building 2F		
Self Destruct	TYPE: Normal	STR. 200	ACC. 100	P.P. 5	
User Faints after attack					

TM 37	BUY $2000	SELL $1000	Find at Safari Zone Area 1 Buy at Celadon Dept. Store 2F		
Egg Bomb	TYPE: Normal	STR. 100	ACC. 75	P.P. 10	
No special properties					

TM 38	BUY –	SELL $2500	Receive from Blaine after beating Cinnibar Island Gym		
Fire Blast	TYPE: Fire	STR. 120	ACC. 85	P.P. 5	
30% chance of also Burning opponent					

TM 39	BUY –	SELL $1000	Find at Route 12 (building)		
Swift	TYPE: Normal	STR. 60	ACC. 100	P.P. 20	
Can hit invulnerable enemies (during Dig, Fly, etc)					

TM 40	BUY –	SELL $2000	Find at Safari Zone Area 2		
Skull Bash	TYPE: Normal	STR. 100	ACC. 100	P.P. 15	
Focuses energy for one turn, then attacks second turn					

TM 41	BUY –	SELL $1000	Receive from man by Celadon City pond (use Swim)		
Softboiled	TYPE: Normal	STR. –	ACC. –	P.P. 10	
Drains user's HP to recover other Pokémon's HP; can be used out of battles					

TM 42	BUY –	SELL $1000	Receive from man in Viridian City (use Cut)		
Dream Eater	TYPE: Psychic	STR. 100	ACC. 100	P.P. 15	
Only hits Sleeping opponents. User gains HP equal to damage dealt					

TM 43	BUY –	SELL $2500	Find at Victory Road 1F		
Sky Attack	TYPE: Normal	STR. 140	ACC. 90	P.P. 5	
Focuses energy for one turn, then attacks second turn					

TM 44	BUY –	SELL $1000	Find at S.S. Anne		
Rest	TYPE: Psychic	STR. –	ACC. –	P.P. 10	
User regains full HP, then falls asleep					

TM 45	BUY –	SELL $1000	Find at Route 21		
Thunder Wave	TYPE: Electric	STR. –	ACC. 100	P.P. 20	
Paralyzes opponent					

TM 46	BUY –	SELL $2000	Receive from Sabrina after defeating Saffron City Gym		
Psy Wave	TYPE: Psychic	STR. n/a	ACC. 80	P.P. 15	
Does damage equal to 1-1.5 times user's level, regardless of type or Defense					

TM 47	BUY –	SELL $1500	Find at Victory Road 3F		
Explosion	TYPE: Normal	STR. 250	ACC. 100	P.P. 5	
User Faints after attack					

TM 48	BUY –	SELL $2000	Receive from girl on Celadon City Dept. Store roof		
Rock Slide	TYPE: Rock	STR. 75	ACC. 90	P.P. 10	
No special properties					

TM 49	BUY –	SELL $2000	Receive from girl on Celadon City Dept. Store roof		
Tri Attack	TYPE: Normal	STR. 80	ACC. 100	P.P. 10	
No special properties					

TM 50	BUY –	SELL $1000	Exchange 7,700 coins in Celadon City Casino		
Substitute	TYPE: Normal	STR. –	ACC. –	P.P. 10	
Creates clone with 1/4 of user's HP, clone blocks until he dies					



Appendix E: Colosseum Strategies

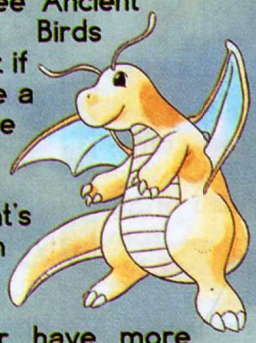
Just because you've bested the Elite Four and captured all 150 Pokémon doesn't mean your adventure has to end. The final challenge of the Master Trainer is to challenge other Master Trainers... Your friends, neighbors, classmates, podiatrist, whatever. Battling another human is an entirely different experience; They're the toughest opponents you'll ever face, and they'll require a deeper level of strategy in both bench planning and combat than the computer did. Let's begin!

Basic Bench Planning



Don't just slap together a party of your best Pokémon. Mix and match the various types, not just so you have the variety you need to defeat your opponent, but to protect your own team.

The three Ancient Legendary Birds may be good Pokémon, but if you use them all you'll have a party that's made up of one half Flying-type Pokémon. That means you could lose all three to an opponent's Jolteon without doing much damage in return.





Too many of the best Pokémon fly. Limit yourself to no more than one or two.

Never have more than two Pokémon of any one type, or more than three Pokémon that are vulnerable to the same type (for example, a Fire Pokémon, a Ground Pokémon and a Rock Pokémon could all be taken out by the same Water-type Blastoise).

Play Unpredictably

There's no point trying to psych out a computer, but it can be a factor when you're facing human opponents. For example, when you've knocked out an opponent with your Arcanine, you can score a major victory by swapping to an Electric Pokémon in anticipation of them chosing a Water-type to finish your Fire-type. Tricks like this don't work if you use them all the time, so make sure to play unpredictably so your opponent won't be able to guess your next move. Don't always keep a winning Pokémon out, but don't switch him every turn either.

Here's another important strategy: Don't switch Pokémon mid-battle unless you really need to. If Mewtwo is slaughtering, say, your Ninetales, you may be tempted to swap in a Parasect or something. But that will be handing Mewtwo a free hit against the Parasect, which may well cost you that battle. The better plan is to let the Ninetales go out fighting, and then switch to Parasect when he Faints. It'll be worth sacrificing one Pokémon for the opportunity to fight your opponent's Mewtwo on a level playing field.

The Yellow Petit Cup

In addition to our standard Colosseum Teams, we've had a lot of fun playing around with Yellow's Petit Cup option. This is the most interesting of the new Colosseum II modes, since it forces you to use common, unevolved Pokémon you'd never use in regular play. We've listed the eligible contestants on the right, and remember that the members of your three Pokémon team all need to be level 25-30, with total levels no higher than 80.



Charmander learns the amazingly powerful Slash at level 30, barely making the cut!



Pikachu learns Thunderbolt at level 26! He may be the strongest Pokémon in this format.



At level 25, Drowzee will have learned Hypnosis, Confusion, and Head Butt. Use TM 42 to teach him Dream Eater, and you'll have a Psychic powerhouse.

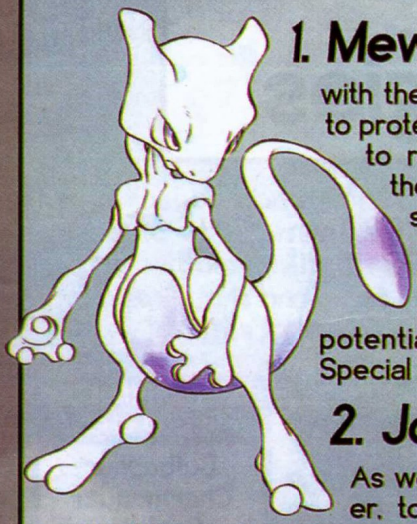
Know Your Environment

On the next two pages, you'll see the strongest Colosseum I teams we've come up with. But keep in mind that many of our choices were based on beating the Pokémon that are popular in the places we play. If you don't know anyone with a Mewtwo, don't waste time with Parasect. We've explained the reasoning behind our choices, so instead of copying the specific line-ups, try to use the logic behind our choices to make your own dream team.

Pokémon that are Petit Cup eligible:

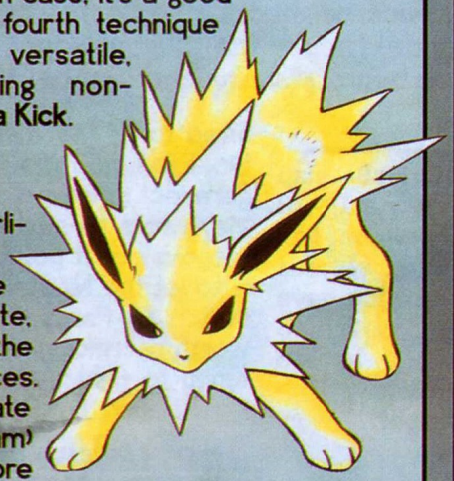
Bulbasaur
Charmander
Squirtle
Caterpie
Weedle
Pidgey
Rattata
Spearow
Arbok
Pikachu
Sandshrew
Nidoran ♀
Nidoran ♂
Clefairy
Vulpix
Jigglypuff
Zubat
Oddish
Paras
Diglett
Meowth
Psyduck
Growlithe
Poliwag
Abra
Machop
Bellsprout
Geodude
Magnemite
Farfetch'd
Shellder
Gastly
Krabby
Voltorb
Exeggcute
Cubone
Koffing
Horsea
Goldeen
Magikarp
Ditto
Eevee
Omanyte
Kabuto
Dratini

Berton's Team



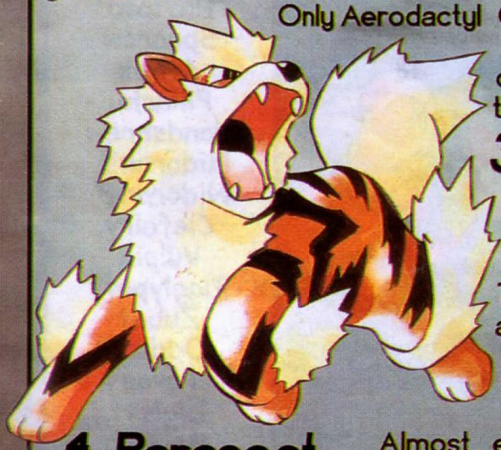
1. Mewtwo

There's just no topping Mewtwo. They come out of the box at level 70 with the powerful **Psychic** attack, the **Barrier** technique to protect them from non-Special attacks, and **Recover** to refill their HP if they ever get low. Best of all, they're only weak to Bug, and there are too few strong Bug-types to pose much of a threat to them. But just in case, it's a good idea to fill the fourth technique slot with a versatile, potentially Bug-crushing non-Special attack, like **Mega Kick**.



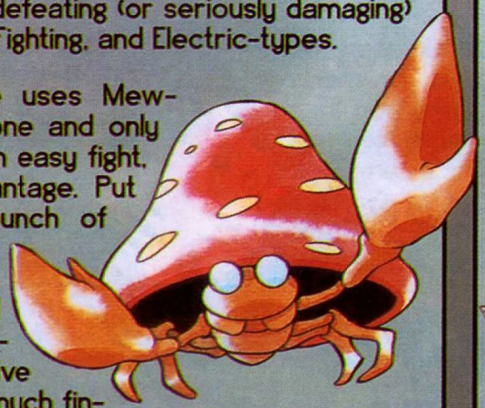
2. Jolteon

As we mentioned earlier, too many of the best Pokémon fly. And a strong Electric-type like Jolteon can send Gyarados, Dragonite, Moltres, Zapdos, and Articuno crashing to the ground within a turn or two of their appearances. Only Aerodactyl (an alternate in my team) can last more than a few turns.



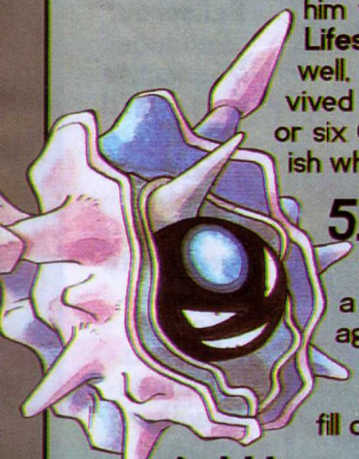
3. Arcanine

Fire-types aren't the greatest, since the things they're good against (Grass, Bug, and Ice) are unlikely to appear too often. But they can protect your Mewtwo from Tangelas and Parasects, and as a strong, all-around great fighter, Arcanine has a good shot at defeating (or seriously damaging) Normal, Fighting, and Electric-types.



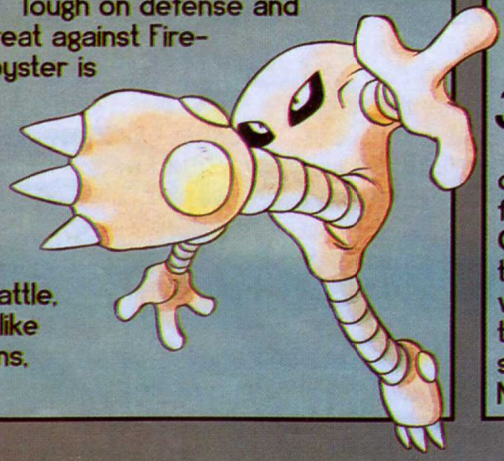
4. Parasect

Almost everyone uses Mewtwo, and that's the one and only reason Parasect made this team. It's not an easy fight, but if you play it right, he does have the advantage. Put Mewtwo to sleep with **Spore**, use a bunch of **Growths** while he's dozing, and then finish him with Bug-type **Leech Lifes**. And if it worked well, a Parasect that survived long enough to cast five or six Growths can pretty much finish whatever else your opponent has on his bench.



5. Cloyster

Tough on defense and great against Fire-types and Flyers, Cloyster is a 2nd line of defense against flying Dragons and another good-all-around fighter to fill out your roster.

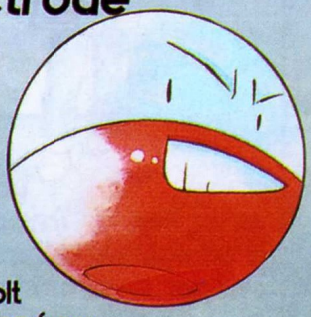


6. Hitmonlee

He won't last long in battle, but if your opponet is playing Normal-types like Tauros or Rock/Ground Rhydons and Golems, Hitmonlee is your man.

Taylor's

1. Electrode

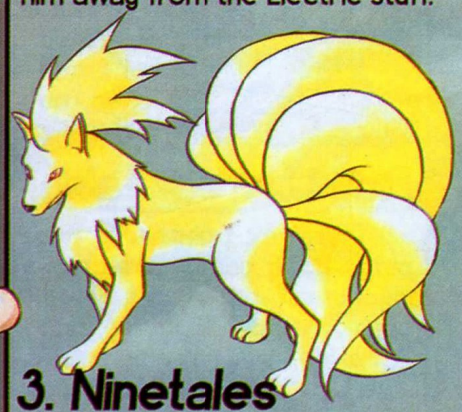


Some people laughed at first, but an Electrode that's learned **Thunderbolt** and **Thunder** from TM's can handle Flyers and Water-types almost as well as Jolteon. And not only is he faster, but when he gets low on HP (which won't take long) he can **Explode** and take your opponent's strongest Pokémon down with him.



2. Blastoise

We all agree that Squirtle is the best starter, and with strong numbers in all the important stats, and a bunch of powerful Water-type skills, he's a contender in this environment as well. Just keep him away from the Electric stuff.



3. Ninetales

Better than Arcanine? It's controversial, but Taylor preferred Ninetales' lightning speed. **Confuse Ray** is also a great technique, forcing even Pokémon with an advantage over Fire-types to risk damaging themselves or switch out and give Ninetales a free attack.

Team



1. Tangela

Another topic of much debate: Who's best against Mewtwo? Taylor likes Tangela, a straight Grass-type who has no real advantage over Psychic attacks, but can use more powerful skills like **Mega Drain**, and is also good against Electric.

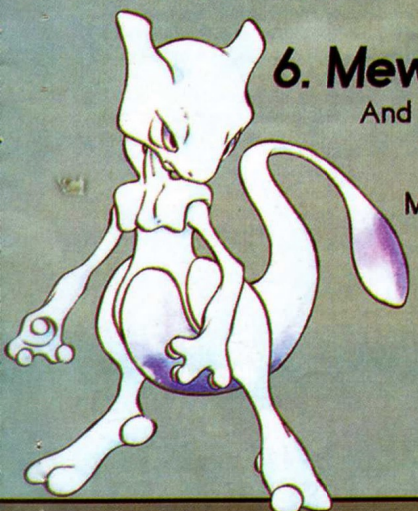
The Mewtwo battle is similar: Paralyze him with **Sleep Powder** (which is inferior to Parasect's Spore), **Growth** him up, and go for the kill with **Mega Drain**.



5. Starmie

Another Psychic is always nice, and Starmie can do a lot of Mewtwo's tricks itself. **Recover** comes at a fairly low level, and it can learn **Psychic** from TM 29.

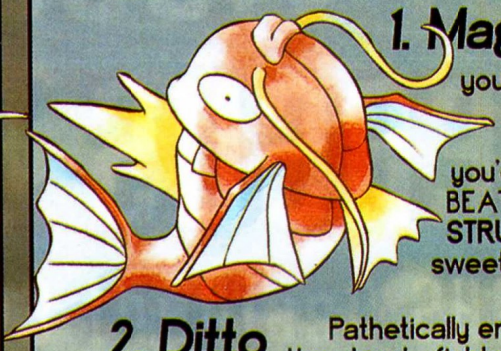
Add in a high Special and some damage-dealing Water attacks, and Starmie ain't bad.



6. Mewtwo

And then, of course, there's Mewtwo.

Casey's Team



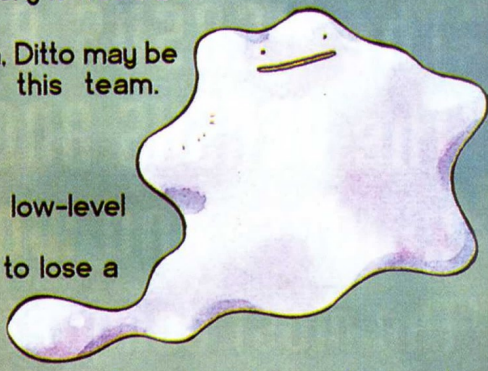
1. Magikarp

Winning isn't everything... It's the taunting I care about. Sure, you may laugh at my Level 14 Magikarp (I didn't want to spoil him by wasting an empty slot on **Tackle**), but imagine how humiliated you'd be if I used **Splash** 40 times and then BEAT YOU DOWN WITH A MAGIKARP USING **STRUGGLE**! Hey, it could work! And what a sweet victory it would be.

2. Ditto

Pathetically enough, Ditto may be the best fighter in this team. Here's the trick to using him effectively:

1. Pray your opponent plays a Mewtwo.
2. **Transform** into it!
3. Pray your opponent switches to a low-level Fighting-type or Poison-type Pokémon.
4. Grimace with shame as you continue to lose a fight in which you should have a clear advantage.

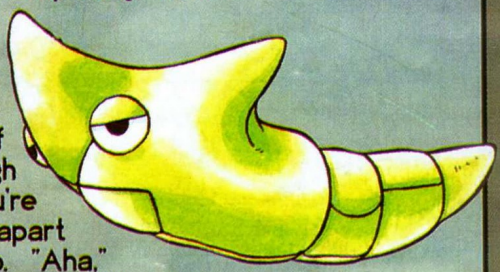


Okay, I'll admit that "effectively" was perhaps too strong of a word.



3. Abra

When Abra comes out, keep using that **Teleport** till he Faints. If your opponent tries to helpfully point out that that won't work in a Game Link battle, just snicker malevolently and say "that's what YOU think, chump!" The goal at this point is to convince your opponent that you're completely insane.



1. Metapod

As you chose the **Harden** command over and over (it can last a while if your unevolved Metapod is high enough level), start talking trash about how you're just going to tear your opponent's bench apart when he sees what you have coming up. "Aha," he'll think to himself, expecting that your line-up of terrible Pokémon is all a trick to conceal the Level 100 Mewtwo in your final slot.



5. Chansey

Use a TM to teach Chansey a powerful Normal or Fighting attack like **Take Down**, and giggle maniacally as Chansey's 1-digit Attack score prevents it from doing more than one single point of damage to its target. Build the suspense for your "super power finisher" as your foe wipes Chansey off the map with any attack. Then bring out the big guns...



6. Kakuna

Quickly, while your opponent is doubled over laughing, reach over and pop the batteries out of his Game Boy. When his screen goes blank, act disappointed and start bragging about how you were just about to win (then get out of there before he figures out what happened). It's a draw! Not too shabby!

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The layout and all the advice were excellent. The bonus artwork and posters are kickin'. All the combos in you guide were very helpful. I am surprised at how much detail and strategy is in this book. The art section is a big plus. I might order a second one to keep under preservation (who knows how much it'll be worth in the future). I hope you are the ones to do the strategy guide on the upcoming Street Fighter Alpha 3! Keep up the great work! -Goumadi... "Your Final Fantasy 7 book is the best!" -Fam Ruiz "I love the book. It has great details! My best friend had a different book and it does-n't have the Enemey Skills in it, yours does!" -Todd Hargrove "I loved this book. I love the humor and the personal observations that Casey makes about things in the game. I found myself laughing out loud reading some parts, and have vowed to purchase Versus Books whenever possible." -Robert Lundgren III "I bought your book because it had more info than the official book." -Gutierrez Vincent "Awesome job on the guide! I bought it in September and I've read it almost every day out[unlike the official guide, which stinks]. I emailed them and told them about a few things they missed - like the enemy skills, enemies outside specific towns, complete lack of order in their monster index. I told them to check out your book and see how it dwarfs theirs by compar-ison. I'm going to tell my friends, and hopefully they'll email them also." -Guitari Darkside "I bought that crappy Brady book first. While I was playing I was constantly looking for enemy items that could bestolen and enemy skills that could be learned. Your book showed them in detail, while the Brady book was very vague. 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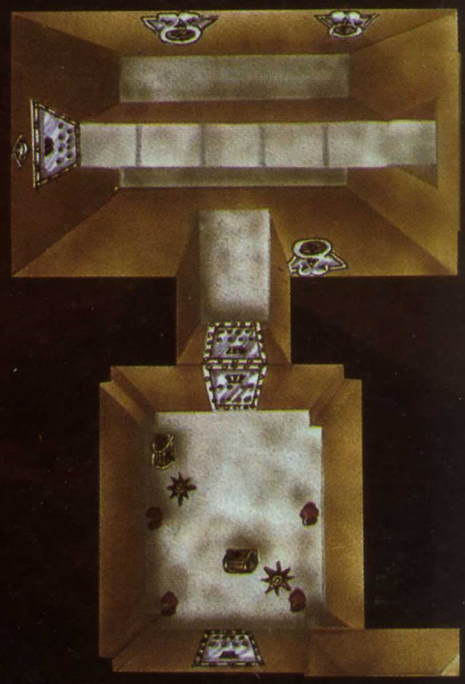


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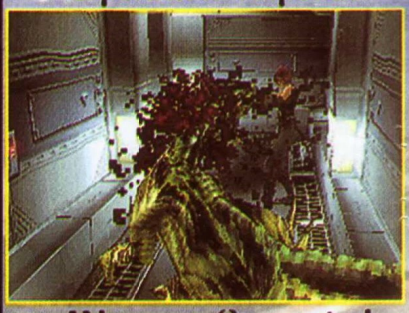


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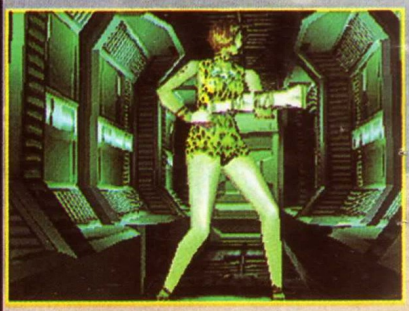
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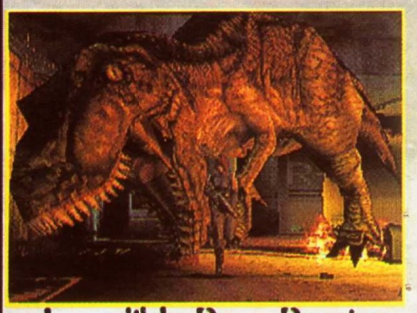
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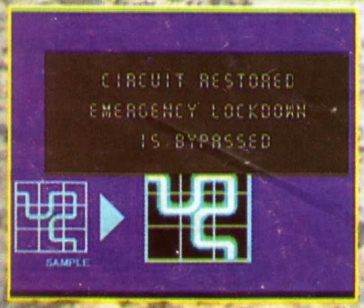
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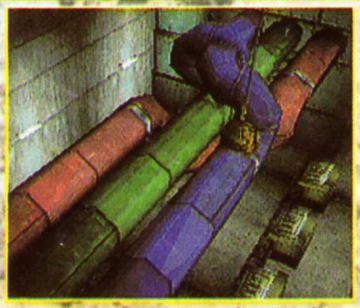


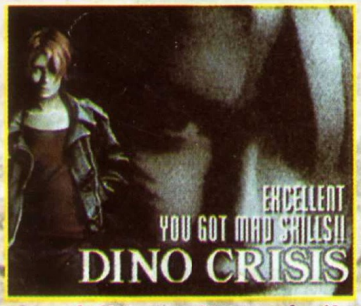
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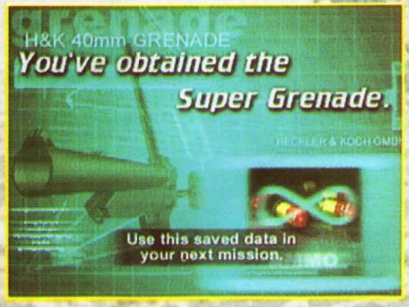


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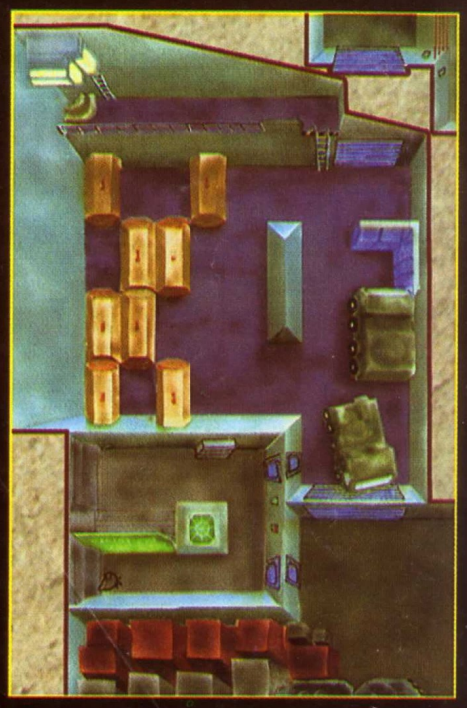


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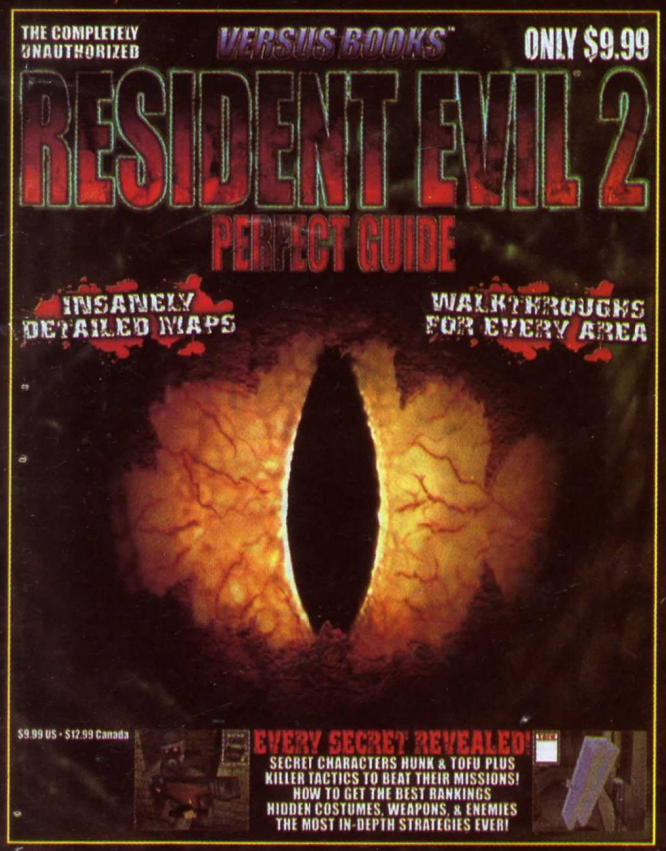
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Combat Type Chart

The key to a quick victory in any battle, whether against a computer opponent or one of your friends, is to use the right Pokémon type against your competitor. Refer to this chart frequently! Knowing how the types interact is the key to becoming a master Pokémon trainer.

Defending Type	Normal	Fire	Water	Electric	Grass	Ice	Fighting	Poison	Ground	Flying	Pyshcic	Bug	Rock	Ghost	Dragon
Normal													Weak	Can't Hit	
Fire		Weak	Weak		Strong	Strong						Strong	Weak		Weak
Water		Strong	Weak		Weak				Strong				Strong		Weak
Electric			Strong	Weak	Weak				Can't Hit	Strong					Weak
Grass		Weak	Strong		Weak			Weak	Strong	Weak		Weak	Strong		Weak
Ice			Weak		Strong	Weak			Strong	Strong					Strong
Fighting	Strong					Strong		Weak		Weak	Weak	Weak	Strong	Can't Hit	
Poison					Strong			Weak	Weak			Strong	Weak	Weak	
Ground		Strong		Strong	Weak			Strong		Can't Hit		Weak	Strong		
Flying				Weak	Strong		Strong					Strong	Weak		
Psychic							Strong	Strong			Weak				
Bug		Weak			Strong		Weak	Strong		Weak	Strong			Weak	
Rock		Strong				Strong	Weak		Weak	Strong		Strong			
Ghost	Can't Hit										Can't Hit			Strong	
Dragon															Strong

Attacking Type

Damage Modifiers:

Strong x 2 (Double damage)

Weak x 0.5 (Half damage)

Can't Hit x 0 (No damage)

Critical Hit x 2 (Double damage)

Skill is same type as user* x 1.5 (Plus 50% damage)

*If a Pokémon has two types, attacks get a 25% (x 1.25) bonus. Normal attacks do not get a same-type bonus.

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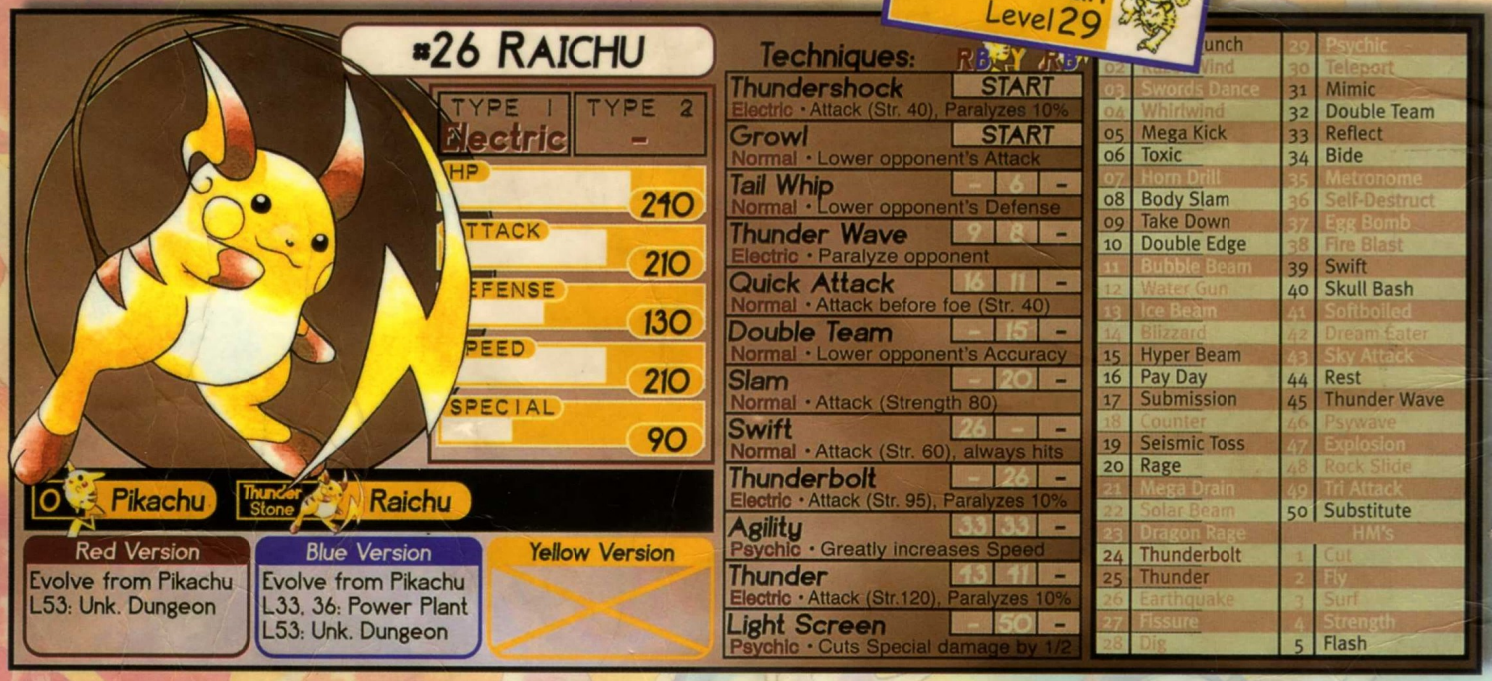
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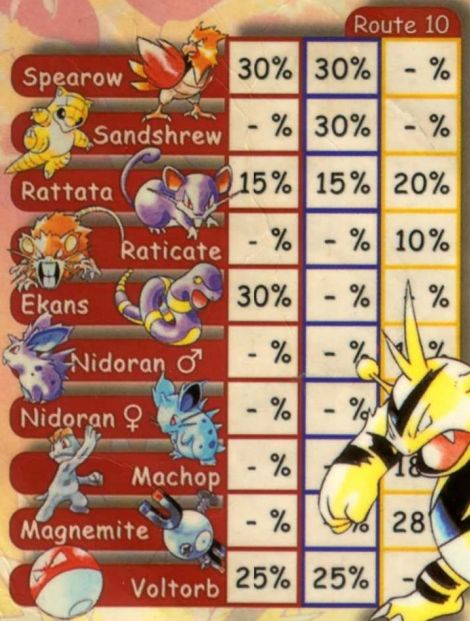
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